GORKAMORKA™

Da Uvver Book

Helped on their way with cheers and friendly fire, a Mob sets out from Mektown into the desert in search of loot and glory.

GORKAMORKA™

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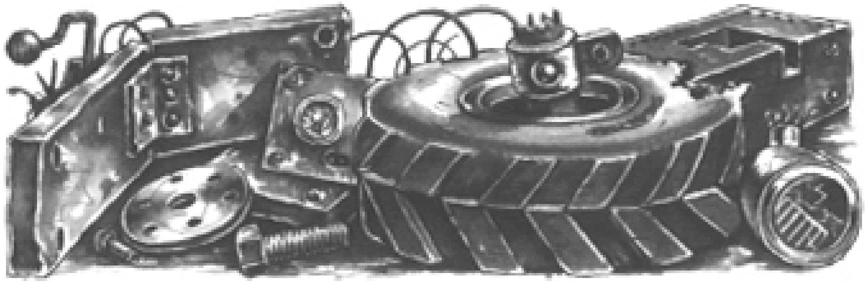

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INTRODUCTION

Welcome to Da Uvver Book! In these pages you will find more information about Gorkamorka: its battling mobs and other denizens. This book describes how to recruit your mob and embark upon a career of fightin' and spendin' in a series of linked games called a campaign.

GORKAMORKA BACKGROUND

Gorkamorka is set on an arid world of deserts and swirling dust storms. It is an inhospitable realm where even the tough Orks must struggle to survive.

Your battles of Gorkamorka take place in the Skid and the desert surrounding it, as rival mobs clash over the scrap left by the Orks' crashed space hulk. They trade this scrap to the Mekboyz in Mektown in return for bigger, better guns and faster, more heavily-armed vehicles. The aim of every Gorkamorka mob is to be recognised as the toughest and 'ardest mob in the desert.

GORKAMORA CAMPAIGNS

As well as detailing the desert surrounding Mektown, this book explains how you and your mob can fight in an ongoing campaign. In a campaign, you chart the successes and defeats of your trusty warriors, watching them grow in power. You can spend your booty in buying new warriors (and the sad matter of replacing dead comrades) and upgrading your guns and vehicles with visits to the Mekboyz and Docs of Mektown.

In a campaign, each battle is linked in a continuing story that will tell the tale of your prowess in battle and will hopefully see your fighters declared "Da Big 'Unz" – the mob to beat, the 'ardest and most brutal warriors serving Gorkamorka.

READING DA UVVER BOOK

Da Uvver Book is split into several sections, including Background information, Creating a Mob, and the Campaign rules. You don't need to learn, or even read, the contents of this book before playing Gorkamorka. In fact, it's probably better to play a few one-off games to learn the rules before involving yourself in the more complex affair of a campaign. However, you will probably want to play in a campaign sooner or later, as this is the ultimate test of your skills, both as a warrior and as the leader of an Ork mob.

The story doesn't end here either. The information in Da Uvver Book is just the start of a constantly growing expansion to the Gorkamorka game. There is also the forthcoming Digganob supplement, which will introduce new types of mobs, and add even more to the Gorkamorka background. New models are being released all the time, and tactics, scenarios, modelling tips and other articles are regularly published in White Dwarf magazine. The Gorkamorka game is just the start of a vast hobby – unspeakable vistas of mayhem and glory await you on the world of Gorkamorka!

The Eternal Darkness

On the edge of the north-eastern fringe of the Imperium lies a small binary star known to humans as XCV-103, around which orbits a small and totally dead planet. Hundreds of years ago, the Imperium named this world *Angelis* and sent ships to explore it and investigate the alien ruins that lay under its barren surface. Nothing was ever heard from that expedition again. Though the Imperium's Astropaths probed far into the void, their efforts came to nothing. Soon the search was ended. Further attempts to reach the planet were abandoned in the face of warp storms impenetrable to the ships of the Emperor.

There is no monument to the men who travelled so far across the galaxy and whose fate remains a mystery to this day. They passed beyond the knowledge of mankind, and the only record of their expedition is a brief entry in the files of the Adeptus – a file whose final entry is stamped

'All Contact Lost – Present Status Unknown.'

Angelis
EARTH

'We pray for souls
adrift on the tide,
May those who are lost find peace,
All our fathers
and all our brothers,
We pray for souls
adrift on the tide.'

Ave Navigatus,
Litany of Lost Souls

IN DA BEGINNING

The birth of Gorkamorka began with the death of Angelis. Without warning, a fiery harbinger of doom plummeted onto this parched, dead world from the depths of space. Its immense impact took just an instant to all but wipe the presence of man from the face of the world. The climate and topography of Angelis were irrevocably shattered and remade in a new and even harsher image.

The destruction was not wrought by some rogue comet or wayward asteroid. The object which impacted on Angelis was a space hulk, a gigantic vessel manned by the most savage and barbaric race in the galaxy: Orks.

THE DAY THE HULK CAME DOWN

The warp rift that sucked the space hulk towards the planet was as sudden as it was unexpected. All communications between the human Imperium and its forward exploration team on the world were severed instantly. At the same time, vast gravometric forces tore at the fabric of the warp, drawing the passing hulk to its destruction on the planet below.

The space hulk plunged through the thin air at hypersonic speed. Ancient reactors broke apart, fuel cells ruptured, spilling their corroded contents and causing a radioactive cloud to spread in the hulk's wake. Its outer layers burned fiercely but due to the paucity of the planet's atmosphere and acute angle of descent, most of the hulk survived intact to strike the surface. The gigantic ship struck the equatorial desert and scoured a gash in the planet extending nearly a thousand miles to the north west. Its progress drove the underlying rocks into high ridges like a monstrous furrow.

Still travelling at tremendous speed, the space hulk scattered thousands of tons of wreckage in its path. Parts of the craft broke away from the main body leaving a trail of torn and twisted metal. The shock wave created at the prow of the hulk threw millions of tons of desert into the air, and the explosive power of the impact was enough to shatter nearby rocks into powder. A pall of radiation and dust was cast over the world that would not settle for ten whole years.

WARP SPACE

As speculated by early scientists, the universe is in fact a mixture of different dimensions interacting with each other. The material world as we know it is one of these dimensions, and warp space (or the warp) is another. The warp does not conform to the laws of physics and nature as we know them, but is filled with swirling energy. Like real space, the warp is inhabited. God-like, eldritch entities reside in warp space, hungering after, and thriving on the thoughts and emotions of the material universe.

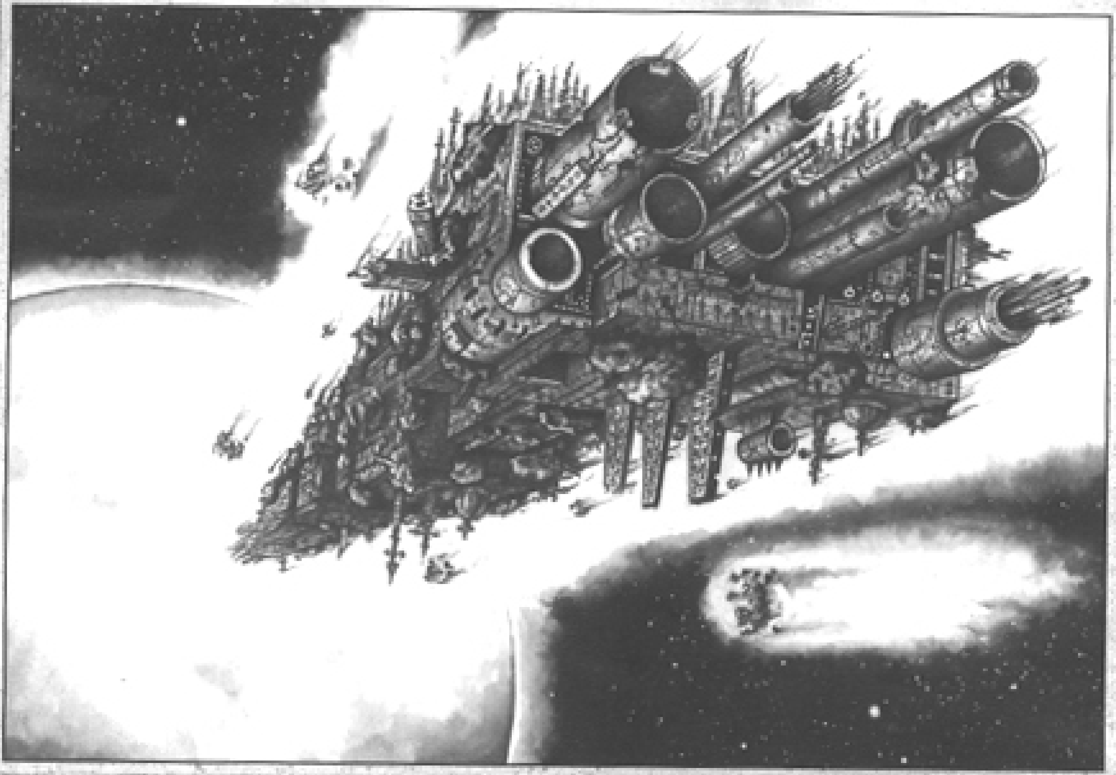
Space craft can navigate vast distances across the galaxy by dropping into the alternate world of warp space, where time has no meaning and distance is merely a concept rather than a reality. A journey that may take centuries in real space can be completed in a matter of weeks in warp space.

The warp is a realm of eddies, currents and tides. Ships in warp space do not navigate as such, but merely move from one stream of energy to another, cruising the flow of the immaterium to their jump point into real space. Just as a river or ocean may have swirling eddies, deeper, slower portions, and raging maelstroms, so too does the warp. Storms sweep through sections of it, throwing craft for light years around spinning out of control, destroying those caught in its merciless energies. Occasionally the link between warp space and the material realm is weakened and energy from the warp will burst through and create a vortex of power, transforming stars and planets into places where insanity and reality collide, spawning worlds with skies of fire and stars which bleed into the void. There are several such warp/real space interfaces throughout the galaxy, the largest of them being the Eye of Terror and the Maelstrom. Ships fortunate enough to survive a warp tempest may be flung into the real universe, thousands of light years from their original course, destined to risk another jump into warp space or to wander the stars for eternity.

SPACE HULKS

Space hulks (or just 'ulks to the Orks) are a by-product of warp travel. A space hulk is not a single spaceship, but a conglomeration of vessels compacted together by massive collisions within the warp and the material universe. They are immense, twisted piles of half-wrecked craft, creating a maze of galleries and corridors many miles in length. Some space hulks are all that remain of a flotilla caught in a sudden warpstorm, the vessels of the fleet crushed into a single mass by the power of the immaterial tempest. Others have accumulated over centuries, even millennia, slowly growing in size as derelict ships and crewed vessels crash into the expanding mass of wreckage. Through the course of its existence, a space hulk may drift through the warp for decades or centuries, until some chance flicker of the warp deposits it into the real galaxy.

Orks use space hulks to transport them across the gulfs between stars. The Ork Meks construct immense traktor beam generators, each the size of a small town. They use these to trap a passing 'ulk in space, then transport themselves aboard with crude 'telly portas'. The Meks then create an energy bubble in one part of the 'ulk, which the Orks can inhabit. The rest of the Boyz are 'ported on board and the traktor beams are then reversed to give the 'ulk a boost into space. From their small enclave, the Orks expand outwards, constructing more energy shields and creating physical barriers against the outside vacuum. Once a firm grip has been established, the Meks may build huge engines to allow the Orks to steer the 'ulk in a basic fashion, but much of the time it is left to the Ork gods Gork and Mork to guide them to a suitable destination.



OF ORKS

The space hulk was not uninhabited and, like many such casual accretions of space debris, it had already evolved an ecosystem of its own. Its most notable inhabitants were an Ork tribe on their way to take part in a galactic war of conquest – or Waaagh, as Orks call these violent migrations. That Orks should be onboard is hardly a surprise, for the Ork race is well known for using space hulks as a means of crossing the galaxy, employing force fields to support a temporary atmosphere and teleporters to transport from the hulk to a planet's surface. That these Orks had accidentally hitched a lift upon a hulk that was shortly to smash down onto the world of Angelis could only be put down to bad luck.

The crash killed almost all the Orks on board, but a few survived together with other Orkish creatures such as Gretchin and the tiny animalistic Squigs. Others probably succumbed to the fires and the billowing clouds of radiation leaking out from the space hulk. But Orks being Orks, and naturally resistant to radiation, physical damage, and set backs of all kinds, they promptly set about the business of surviving. Of course, all this is speculation, as Orks have never been great ones for record keeping and their oral tradition tends to stick strictly to 'who bashed who and how badly' rather than exploring the sequential or causal nature of history. Nonetheless, in the light of later events we can be fairly sure that this is roughly what happened.

FROM THE ASHES

This is not the place to explore the uncertain mire of xeno-biology that is Ork genetics, but suffice to say those who survived the crash became the progenitors of all the Orks on Angelis today. Of course, it is important to bear in mind that Orks and Humans are very different creatures. Orks and other greenskins are riddled with symbiotic algal cells whose own separate genetic development is confusingly enmeshed with that of the Orks. It is this symbiote strand which carries genetically encoded cultural skills, endowing Orks with innate knowledge and abilities. Thus primary technical skills are passed on genetically, rather than learned or taught in the fashion of Humans.

Descended as they are from an unusually restricted gene pool, the Orks who survived the crash developed a culture which is in many ways unique amongst their own kind. Possibly the high levels of radiation leaking from the wreckage of their space hulk had something to do with this, mutating the orkoid cells' subtle genetic strands that transmit knowledge from generation to generation.

Finding themselves stranded upon a hostile and barren world, the Orks appear to have turned to their scientists for salvation, and thus the Mekboyz, as Ork scientists are called, became the leaders and prime movers of the new Ork society. The Mekboyz decreed that they would build from the wreckage of the old space hulk a new craft that would take them away from this world and return them to the stars. The new vessel would carry them back to the Waaagh so that they could rejoin their brothers in glorious galactic conquest. From that beginning long ago the Orks have grown and prospered.

THE RISE OF THE MEKBOYZ

When the first Mekboy laid the foundation rib of his new craft amongst the ruins of the old hulk he undoubtedly had some plan in mind. As the Orks explored the wreckage of the hulk they would have found many strange and alien devices, as well as plenty of raw materials with which to build. One can imagine how the Mekboyz who directed them would have carefully sorted these materials, putting aside potentially useful components, dismantling others for spare parts, and utilising what they could to build furnaces, generators and the countless sophisticated tools needed to complete the job.

The construction work continued unabated for year upon year. The expanding population of Orks scurried over the planet's surface in search of raw materials. With the passing generations one Mekboy succeeded another, and the number of Mekboyz grew from just a few to tens and then hundreds. Over the years Mekboyz evolved new ideas which they incorporated into the structure, sometimes dismantling older parts of the edifice to construct new parts, only to have their own work rebuilt or ignored by their successors. With so many Mekboyz working on the craft, some began to develop radically different ideas about how it should work, what its function was, and even what it was they were building!

Some Mekboyz thought that they were making a spaceship that would blast off from the planet and carry the Orks back to space where they would rejoin the Waaagh of their ancestors. They incorporated engines, stabilisers, fuel tanks and enclosing force-fields to retain atmospheric pressure in space. Others poured scorn upon this notion – believing instead that the purpose of the giant machine was to teleport the Orks onto a passing space hulk where they could resume their journey to the Waaagh.

A few wilder individuals rejected both these ideas as ludicrous, proclaiming that the machine would one day rise to its feet, scoop the Orks into its hands, and carry them to the promised Waaagh! In truth there were as many theories as there were Mekboyz to voice them.

As the mechanical bulk grew bigger and bigger its structure became increasingly confused and diverse. Mekboyz from one faction laboured away at teleporters on one side whilst others were busy filling fuel tanks on the other. Discord reigned and positions became so entrenched that Mekboyz holding contrary views refused to even speak to each other.

Matters were complicated by the fact that the Orks had retained no formal records or historical perspective. Their scientific knowledge was intuitive and sometimes led them in bizarre and opposite directions. The existence of space itself was openly questioned, and even the true origin of the hulk wreckage and their own past was forgotten.

GORK AND MORK

Amongst all this anarchy of activity the Orks retained one clear thought – that they were building their salvation. One day the machine would awake and carry them away from here and back to the Waaagh! This was certain and no Ork would stop to question the validity or the importance of that single obvious fact. Besides, as the work continued the shape and size of the construction had begun to take on a form that stirred primeval instincts amongst the population. Above the huts and workshops that the Orks called Mektown, the bulging outer shell towered like a massive torso. Vast rockets on either side resembled the broad legs of a squat colossus. Topping the structure was the command-centre like a massive scowling head.

For miles in every direction the squat form could be seen by the Orks as they dug and hacked amongst the wreckage, searching for more materials to add to its bulk. Quite when the Orks began to think of their creation as a god is impossible to say. Perhaps that was always the intention, but more likely its towering presence worked its way into their collective psyche.

What had probably started out as an accidental resemblance soon became a deliberate part of the design, as rockets were rearranged and sections removed to enhance the appearance of the god. Soon all the Orks were referring to their creation as 'Gork' or 'Mork' after the two fierce gods of Orkdom. As far as the Orks were concerned a wondrous thing had happened, for the gods themselves had come to save them and take them back to the Waaagh! Or at least one of them had. And that, it seems, was the source of much of the trouble that followed…

THE SCHISM

Over the years the Mekboyz had endured differences in opinion about their creation, that had led to arguments, fights, and protracted feuds. These had been mostly personal affairs which hadn't really stopped progress for very long. However, the Orks were soon to suffer their first crisis since arriving on the planet. The causes of this traumatic division seem bizarre to the human mind – yet human history itself is full of sectarian violence whose origins are every bit as perverse and incomprehensible. The crisis stemmed from the view amongst some Mekboyz that the god they had built was Gork whilst others took the view that the god was Mork.

These two factions became known as the Gorkers and the Morkers, and the dispute soon spread to every Ork in Mektown, not just the Mekboyz. Soon it was impossible for an Ork to go into an alehouse or squig market without finding himself embroiled in a debate as to the merits of one view or another. Orks who had cheerfully referred to "Good ol' Gork" since they were pups suddenly found themselves violently opposed to neighbours who happened to greet the tower each day with a carefree "Mornin' Mork". Arguments developed into running battles, and battles into a war that raged through Mektown and the Skid.

DEATH OF A GOD

As the supporters of Gork and Mork fought in the alleys and workshops of Mektown, rival Mekboyz battled inside the bulk of the massive structure itself. The Gorkers did their utmost to destroy the work of the Morkers, whilst the Morkers were equally determined to smash the bits that Gorkers had built. Where the two met they tore into each other with zealous savagery. Hundreds of Mekboyz and their lads were killed.

It was probably during this fighting that some Ork put a shell through one of the fuel tanks, and before anyone could do anything to stop it the gigantic structure was blazing from head to toe.

This was not the first time that fires and explosions had halted work on Gorkamorka. In the past, random force field accidents had torn out chunks or sent parts tumbling onto Mektown below. But this was different. This was catastrophic! Of the once massive bulk of Gorkamorka all that remained was a few blacked ribs and heaps of twisted metal. The work of generations of Mekboyz had been undone in a single night of madness. This disaster finally brought the Mekboyz to their senses, and they called an immediate halt to the hostilities which still raged all over Mektown.

GORKAMORKA

The Gorkers and Morkers reached an uneasy settlement in the interests of all Mektown. They swore that never again would any similar argument stand in the way of their return to the Waaagh! They agreed to accept their differences, and to share the effort of construction between them, reserving any question of the god's identity until the big day when he was ready to take them back to the Waaagh in person. Meanwhile, in the interests of general harmony, the god would be referred to as Gorkamorka without implication that he was either Gork or Mork, but could equally well be either or both.

Of course, this solution, or more accurately 'fudge', posed many more theological problems for the Mekboyz to untangle at a later date, fuelling the discussion as to the exact nature of Gork (and/or Mork) as fiercely as fungus beer.

The dispute was not ended by any means, and the Gorker and Morker Mekboyz became, if anything, even more entrenched. Likewise, the vast majority of the Orks accepted the hazy logic with exaggerated enthusiasm, and the two factions simply kept bashing each other while they were out of sight of Mektown. Nonetheless the majority of Orks now know the towering pile of machinery only as Gorkamorka.

The buggy raced through the desert storm. Sand swirled and blew everywhere. Nothing could be seen.

"Dey must be 'ere somewhere", shouted Badrukk to the rest of his mob. All the boyz started to look around with their weapons ready.

"Snikmek", Badrukk shouted, "'it da thrustas, let 'em no we're 'ere".

The engines roared as the buggy was catapulted forwards through the sand storm.

"MORKERS, MORKERS, MORKERS", da boyz chanted.

"GORKERS, GORKERS, GORKERS", came the reply from the other buggy.

Badrukk spun around looking for 'da enemy'. All he could see was sand.

"Boss, over dere", shouted one of the boyz.

Badrukk looked back to see the Gorker buggy racing up behind them. He had to think fast.

"Snikmek", he shouted, "swerve out da way an' slow down."

Badrukk turned to the rest of the boyz.

"Right lads, everywun on dis side of da buggy. When day go past, blast 'em"

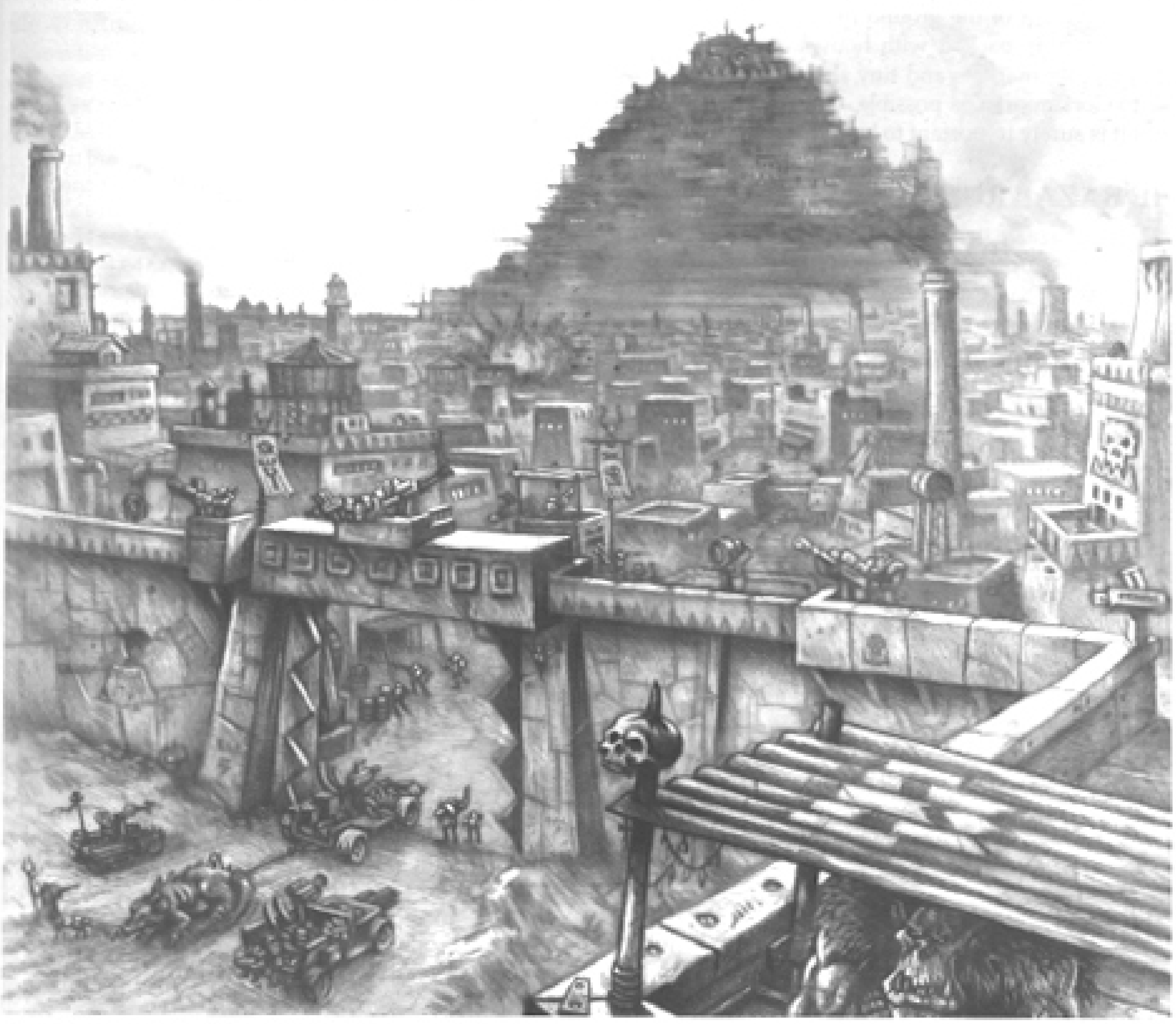
Just as the Gorkers attempted to ram, Snikmek swerved out of the way and slowed. As the Gorkers raced past, Badrukk's mob let them have it with everything they'd got. The Gorker mob took cover as shot after shot hit the buggy's armour plates.

One of the Gorker mob was hit and thrown off, then the engines were hit. The Gorker buggy exploded spectacularly, sending shrapnel and Orks flying through the air. Badrukk shielded his eyes from the blast and then watched as the Gorker mob landed, scattered about on the desert floor.

"Waaagh", he shouted as Snikmek hit the thrusters.

"WAAAGH", replied the rest of the boyz as their buggy raced through the sand storm, leaving the Gorkers far behind.

MEKTOWN TODAY



"Mektown! Dere's no uvver place like it on da planet! Come to fink of it, there IS no uvver place on the planet. Mektown is IT! It's the oldest, biggest, most excitin' an' definitely the only settlement in the whole world. That is unless you count the Digga holes and the Pyramids, which is pushin' it, plus wherever the Grots, Snots an' Muties hide. They all live under rocks and that's hardly what you an' me would call civilised, now is it?

It ain't hard to find Mektown 'cos of all the glorious lights, loud noises an' gruesome smells that spill out across the desert for miles around. Most likely it's not Mektown you'll find first but the Skid. The Skid is a dead straight valley, steep sided, with Mektown at the fat end. Find the Skid, which is hundreds of miles long, ride along it and you'll come to Mektown sure as teef is teef. The Skid is quite a place too. It's the best spot to find quality wreckage. Most is half buried in the ground, but some lies just outside the Skid, hidden among the rocks. There's plenty of wreckage waiting for them as wants it.

Course, there's all sorts of nasties live in the Skid, specially at the thin end where there's a big, long chunk of old wreck. We calls this Skid Row and this is where a lot of bad Grots hangs out as well as a few nasty types that is best avoided if you know wot's good for you. Still, I've had many a bash in the Skid an' carried me off some top tucker tek, as you can see by the size of me janglies. Ah it's a good life an' no mistake – Gork be praised."

Mektown has grown into a thriving community. Its buildings are constructed from and amongst the wreckage of the old space hulk and over the generations so much has been dismantled and cannibalised that little actual wreckage remains – just the occasional gigantic spar sticking out of the ground like a massive metallic rib. Mektown is packed with houses and workshops, bazaars, squig markets and tiny shops all crammed as close to Gorkamorka as possible – 'cause when the day comes it is surely important to be as near as you can get.

THE BAZAAR

The main bazaar lies in front of Gorkamorka and consists of row upon row of makeshift stalls where Ork warriors come to trade their salvaged scrap in return for a few teef. The bazaar is the medium of trade for scrap of all kinds – from lumps of corroded metal to functioning tech dug out of some distant wreck. The traders buy and sell choice bits amongst themselves, and the most likely looking pieces are bought by the Mekboyz for incorporation into Gorkamorka.

THE JOB POLE

Between the bazaar and the squig market stands a tall pillar almost fifty feet high which has been there as long as Mektown. It is made of shining silver metal that has resisted all attempts to cut, break or melt it, and so it remains today as pristine and unsullied as it was the day the hulk came down. All around it is an area of beaten ground where Orks gather if they are looking for work. Consequently the pillar is known as the Job Pole and this is where an Ork Nob will go if he wants to hire labour or needs a few Boyz for a special task.

SQUIG MARKET

The squig market is a bustling area devoted to shabby huts and animal pens crammed to the gunnels with squigs for sale. The Orks eat various kinds of the creatures, keep some as fierce pets, and others as utilitarian beasts. Smaller creatures are sold from stalls covered in cages and boxes, and here an Ork can buy tiny fluttering Glow squigs whose bright chemical light provides illumination, or Hair squigs whose long flowing gills resemble hair and which are used to decorate all kinds of things including Orks themselves! A great delicacy is the Nut squig which is sweet and crunchy, and makes a pitiful squeaking noise as an Ork crunches great handfuls of them.

TEEF

Ork settlements and trade thrive on teef. Teef are the lifeblood of Ork commerce and a major factor in the reckoning of the Orks' hierarchy. An Ork's teef are grown and shed several times a year, quickly recycling to compensate for the hard time they are put through (chewing thick squig bones and gouging opponents in pit fights). As well as performing such mechanical roles, teef are also an important part of an Ork's status. The larger and sharper an Ork's fangs, the more important he is, and the better he can handle himself in a fight.

However, probably the most important role of teef is as Ork currency. Of course, only nice, big Orky teef have any value, the miserable stubs of Diggas and Grots are worthless. As teef are grown and shed on a regular basis, every Ork has a regular income if necessary, and in times of dire need he can ask a Doc to extract a couple of teef prematurely (well, more than a couple after paying the Doc for his services). Teef usually have a consistent trade value as anyone who demands more teef than something is worth is asking for a beating. A decent weapon like a shoota is usually worth two teef, whereas a buggy will be worth a big bag of twenty teef or more.

The origins of using teef as a currency are lost in the mists of Ork prehistory. However, it is not that much of a surprise as Ork teef have many practical uses. When carved properly they retain an edge without blunting for many weeks, and their molecular composition means they can cut through many substances with ease, including thin sheets of steel. When crushed into a powder, Docs even use teef mixed with various fungi as effective poultices, and ingesting certain compounds mixed with teef can aid an Ork's regenerative processes.

Despite these properties, Ork teef, if not purposefully crushed, eventually disintegrate and fall apart, making sure that even the richest Ork's hoard will never last him forever. Orks don't save their teef, they have to spend them fairly quickly, and this keeps the market's dynamics working evenly and sustains the whole Ork community. As the old Ork adage has it, 'Teef make da wurld go round!'

WORKSHOPS

Away from the shadow of Gorkamorka the traders give way to brewhouses, slop shops, and endless little workshops. They are crude constructions by human standards, walls of metal hammered into flat plates and rivetted or bolted together, but Orks don't need or appreciate the sort of comforts which humans surround themselves with.

All these places are houses where an Ork lives and works. He makes things in a little workshop which fronts onto the street – and the workshop is also his shop where kustomers can walk round and examine the work in progress. Poorer Orks might even live and sleep in the same room. Richer Orks build extra rooms above, below and beside their workshop and generously let the apprentice Yoofs (young Orks) and Gretchin slaves sleep under the workbenches.

MEKBOY WORKSHOPS

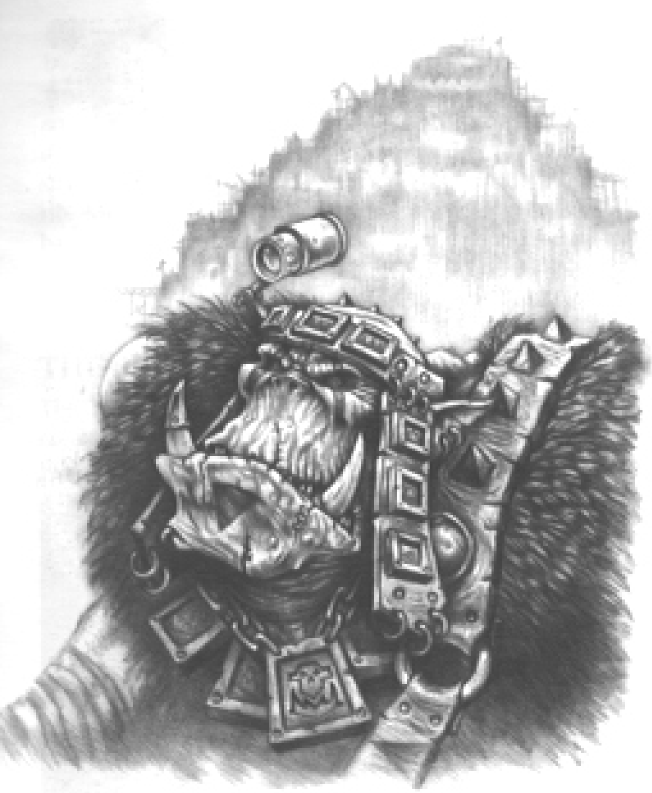
There are lots of different kinds of artisans of which the most respected are the Mekboyz – scientists, mechanics and inventors rolled into one. The Mekboyz are also Gorkamorka's priests and enjoy the special favour of Gork and Mork, so all the other Orks look up to them and they, true to their calling, look down on everyone else! Even a young or impoverished Mekboy is still a Mekboy and proud of the fact.

Their workshops are large, rambling places stuffed full of old machinery and spare bits which the owner has convinced himself will come in handy one day. Abandoned projects lie in corners or are piled into nearby sheds, covered in tarpaulins and buried beneath years of dust. The Mekboyz' Yoofs work feverishly upon his latest brainstorm of an idea, bashing sheet metal into body panels, welding up chassis rails, and grinding away at bearings, half-shafts and leaf-springs. They are only too pleased to work for the Mekboy, brew his fungus tea, and sleep under his bench. These young Orks dream of becoming Mekboyz one day and having workshops of their own.

BREWHOUSES AND SLOP SHOPS

Although Mekboyz are the most notable of all the inhabitants of Mektown, there are countless buildings devoted to all the many trades that keep Ork society going. In the brewhouses, Brewboyz make potent fungus beer and distil strong liquors which they serve and sell by the barrel load. The slop shops sell almost every kind of food imaginable, many kinds imaginable only to an Ork, and a few imaginable only to an Ork with an especially strong stomach.

Every morning the Sloppers' Yoofs run round the Squig market buying up fresh ingredients in anticipation of the day's frenzied demand. Every Slopper tries to outdo his rival by making the spiciest fungus stew and the crunchiest squig pies – and most have a speciality of the house which attracts customers from all over Mektown. Sometimes the attraction can prove fatal, but Orks enjoy taking risks even with their digestion.



DOCS

Other workshops make and sell clothing, boots, ironmongery, squig hides, and everything imaginable from barrels of tar to simple gewgaws and brightly coloured paint. Every profession is represented in Mektown. A particularly worthy group are the Docs, the closest things that Orks have to a medical profession.

The Docs live behind the squig market, right at the edge of the valley in which Mektown lies. The Docs' serjeries are built along the rising ground or on the lower slopes of the valley walls, from where they get an excellent view of Gorkamorka – a great comfort to customers undergoing dangerous surgery!

Orks are surprisingly resilient creatures and almost unaffected by disease or pain. It's not that they don't feel pain entirely, they just don't suffer traumatic shock from injuries in the way that humans do. This enables them to tolerate, amongst other things, the most horrific surgical procedures. Fortunately Ork bodies heal extremely easily and readily tolerate transplants from other Orks. They can get by in the absence of one or two major organs, even the heart (the entire vascular system being provided with muscular arteries which can pump blood around the body all on their own).

Because Orks are so tough they have never developed a sophisticated approach to health care. In fact, most of a Doc's knowledge is based around patching up Orks who have lost bits in fights, and in this field the Docs are remarkably expert. Hands, arms and legs can be replaced with complex metal prosthetics that work even better. Even whole head transplants have been known to work, though a certain amount of risk is involved and customers are discouraged from shaking their heads too vigorously for a year or so afterwards.

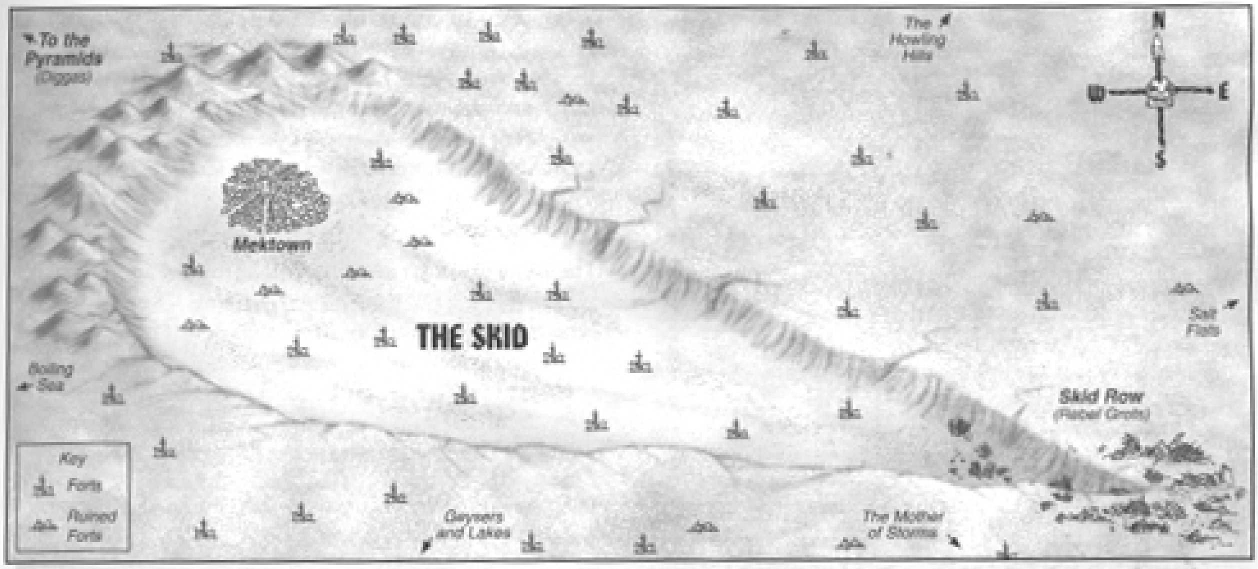
Apart from patch 'em up surgery and cutting off the odd gammy leg, Docs do a roaring trade in potions and remedies for everything from scabby skin to toothache. Orks are generally loathe to visit the Docs, who are commonly accredited with talking customers into unnecessary and especially painful surgery in the interests of building their stock of spare parts or, even worse, so called 'resurch'.

Due to a natural and understandable reluctance to have anything to do with the medical profession, by the time an ill or injured Ork gets himself to a Doc he is usually in such a mess, and so desperate for relief, that he'll gladly let the Doc do whatever he likes! Many an Ork has gone to visit the Doc to have a tooth pulled and come back minus a foot and with some bizarre whirling device implanted in his head.

MEKBOYZ

Mekboyz ply their trade amongst the workshops of Mektown, making and selling buggies, bikes, trukks, and traks, designing improbable weapons and inventing things that just popped into their heads.

The biggest, richest and most influential Mekboyz are also part-time 'priests' of either Gork or Mork. For one month in three, or whatever period of time seems just and reasonable, the Mekboy packs up his shop and goes to Gorkamorka. There he works away on behalf of the Ork god, fixing old knackered bits and designing new parts, lending his skills to the construction effort. He will probably spend time discussing important things with his fellow Mekboyz, exchanging ideas and wondering what the Gorkers/Morkers are up to. They drink copious amounts of fungus brew, and their collective dreams guide them in their endeavours.



THE SKID

The Skid extends off to the south east of Mektown, a broad valley bounded with jutting walls of melted and shattered stone. Travelling along the Skid takes many days on a buggy and is next to impossible on foot. If the heat, thirst and sandstorms don't kill you, the whip scorpions, Muties and renegades will. At a number of points fractures in the rock walls or huge sand dunes make it possible to drive up out of the Skid and into the desert surrounding it.

Forts and small settlements are dotted liberally around, all along the Skid. Many of these are old and abandoned but quite a few are occupied by mobs of Orks. The mobs hunt for useful scrap along the Skid, though all the choicest pieces near Mektown have been snatched long ago. Nonetheless the Skid is still littered with all sorts of junk. Rusting frames of ancient spacecraft jut out of the ground, huge metal plates and pipes are fused into boulders or patches of vitrified sand, cables and wiring snake amongst the rocks and detritus.

The high rock walls of the Skid make its edges relatively cool and shady in many places. This is where great stands of fungus can be found growing, and the ubiquitous squigs eke out an existence feeding on the fungus and each other. Gretchin runaways looking for fame and fortune away from the Orks, end up lurking in the fungus groves until they either get recaptured by Slaverz or work up the guts to make the rest of the journey down to Skid Row.

SKID ROW

Skid Row lies at the far end of the Skid from Mektown. Here the Skid tapers to a narrow, sloping defile, choked with wreckage from where the hulk first impacted on the desert surface. Skid Row is ruled over by the Gretchin Revolutionary Committee as personified by the infamous Red Gobbo. The Row itself is a fairly intact section of a stellar liner which broke off the hulk during the crash. Over many generations the most disaffected and recalcitrant Gretchin in Mektown have stuck two fingers up to the Orks and made the perilous journey down the Skid to join their brothers in arms.

The revolutionaries demand equal rights to a place on Gorkamorka when it leaves. The Orks generally consider this to be a hilarious idea and are glad to see the back of such ungrateful troublemakers. The Red Gobbo's freedum fighters 'liberate' food, supplies and even transport from the Orks on occasion, bringing down the wrath of the Orks upon Skid Row. However, no foray to Skid Row has succeeded in clearing the place out or capturing the Red Gobbo, and some haven't come back at all.

THE PYRAMIDS

North west of Mektown the flat desert horizon is broken by a huge rocky mesa or butte which covers several square miles. Atop the mesa, the sharp and unbroken silhouettes of the pyramids rear up like sharks teeth. Nobody knows who built the pyramids or how long they've been there, but they were around long before the Orks arrived. The mesa itself is riddled with tunnels which are home to tribes of primitive humans that Orks call Diggas (amongst other things like slaves or lunch). They call them Diggas because they dig underground to avoid the burning double suns of Gorkamorka.

The Orks don't go anywhere near the pyramids, but not because of the Diggas. There are plenty of grizzly stories which do the rounds in Mektown about how "such an' such wen' up there an' only bits of 'im came back" or "Nuzgrot's Boyz chased sum Diggas to their 'oles an' got caught out by it gettin' dark, an' they woz never seen again". The pyramids are generally shunned and believed to be haunted by the "fings wot built 'em". Once or twice in every generation some avaricious Nob will gather a mob of Boyz together and set out to plunder the pyramids and prove everybody to be spineless wimps. They are always found in little pieces scattered around in the desert, or they just vanish completely.

The ghosts seem to come by night, and wytch lights have been seen glowing coldly on the obsidian faces of the pyramids on the blackest nights of the year. Over the years it has got more and more dangerous to go out after dark. According to the stories the fings only used to get you near the pyramids after dark. Nowadays boyz disappear at night, out in open desert, miles away from the pyramids and some forts have been found empty, their mobs apparently having vanished into thin air.

THE DESERT

Outside of the Skid, Mektown and the pyramids, the desert stretches for miles in all directions. The desert is searing hot during the day and icy cold at night. Rocks, sand, bleaching bones and rusting metal are the only features of any note, apart from the Ork forts shimmering in the heat haze and huge chunks of wreckage shed by the hulk as it carved out the Skid. Many of the wrecks lie in deadly rad zones which promise only slow death for any who go too close.

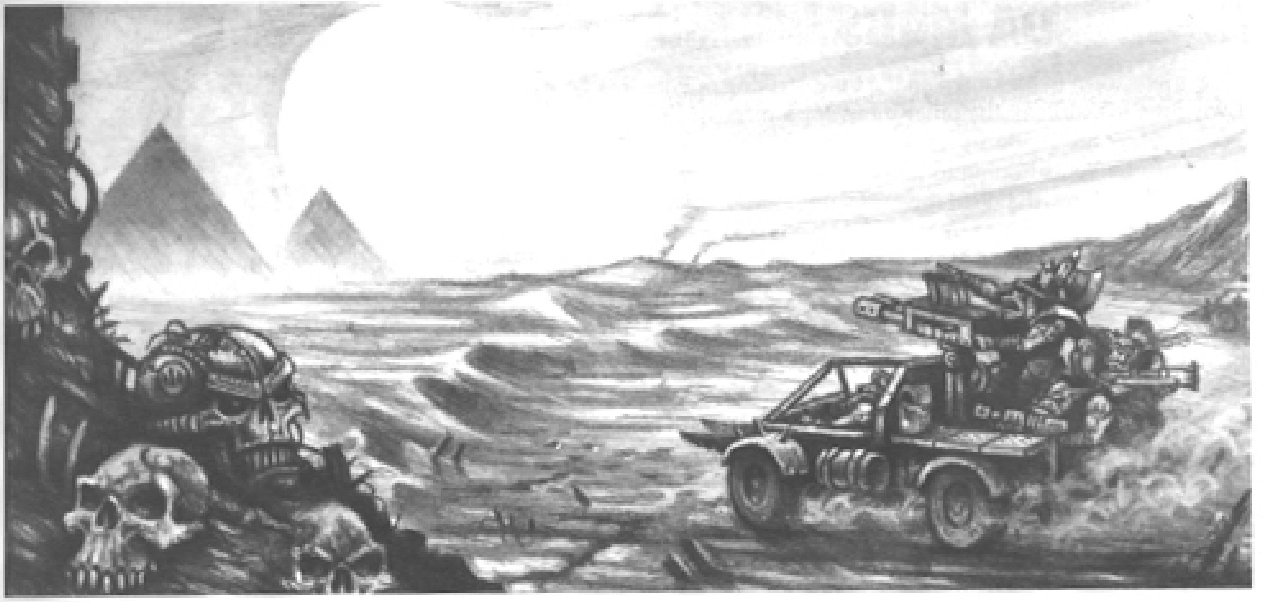
For miles around Mektown and along the Skid, the desert belongs to the Ork mobs. Their forts dominate the land and the dust plumes kicked up by their vehicles can be seen everywhere. The mobs spend most of their time mining buried debris from the hulk and battling over the choicest scrap still lying around in the sands. There are many derelict forts too, their mobs having fallen victim to the perils of the desert or abandoned their mine to seek richer pickings elsewhere. Empty forts often become temporary homes to rebel Grots, raiders and other even less savoury denizens of Gorkamorka.

DIGGAS

In spite of the bad reputation of the pyramids, the Orks do get on with the Diggas, as long as the Diggas don't leave themselves open to being captured and enslaved. This is for one good reason, the Diggas unearth plenty of tek from the tunnels in the mesa. They come in to Mektown to trade power cells, transmitters, fuel rods, generators, oxygen tanks and lots of other things that only a Mekboy has got the faintest idea about. The Diggas themselves don't really understand the artefacts they unearth, but they know the Orks will give them plenty of guns, armour, food and even vehicles for them. Diggas can't even maintain Orky levels of technology and are awed by the lights and sounds of Mektown. If any of their Orky gear breaks down, the Diggas have to haul it back to Mektown and trade more tek to get it fixed.

The Diggas come from several tribes, each led by a Diggaboss known as Da Wrecker. The Digga warriors form innumerable little clans, lodges and warbands which are led by Digganobz. Most Diggas have come to imitate Orks in many ways, wearing tight fitting skullcaps painted green, or hair squigs, and huge jawbones around their necks or grotesque masks shaped to look like fierce Ork faces. Some wear big hide coats with raised shoulders to shade them from the sun and make them look bigger. The Orks have got used to the idea that Diggas are a bit backward and act like Gretchin in a lot of ways. Orks usually treat Diggas with indulgence and some particularly desperate Nobz have even let them join their mobs in the past.

Why the Diggas can live so close to the pyramids without getting killed is the hundred teef question. The Diggas say Da Wreckers keep them safe, but won't say any more than that. The Orks know that the Diggas have shamen who can use magic to find things and hide things, because they sometimes hire them for special jobs. But the Shamen aren't Da Wreckers, so what magic do Da Wreckers have to keep the night stalkers at bay?



EARNING PASSAGE

All around the feet of Gorkamorka is a sprawling bazaar where the Orks trade stuff either made in Mektown or brought in by the mobs. The principle unit of exchange is teef, a common currency amongst Ork kind. Teef can buy anything an Ork could want except for the one thing that every Ork does want!

The ambition of every Ork is to earn passage on Gorkamorka – for when Gorkamorka walks, flies or teleports the Boyz to wherever they are going, it is apparent that there may not be room for everybody. Even if there was room, not everybody can go first, and by implication somebody has to go last, and maybe somebody won't get to go at all. Years ago the Mekboyz solved this complex theological matter by issuing metal tickets or tags which the owner wears around his neck on a stout chain to proclaim that he has "earned his passage".

The Mekboyz melted down some old redundant parts of Gorkamorka and beat out a huge sheet of metal which they cut into small tags. The Morkers stamped half the tags with Morka's mark, and the Gorkers stamped the other half with Gorka's mark. Both sets of tags promised a place on behalf of the god himself.

When an Ork performs a spectacular deed or makes some significant contribution to the construction effort, the Mekboyz dig into their big bag of bits and award the Ork with a tag. The tag is enscribed with the Ork's name, so that it is all clear and above board that he has earned his tag and not just stolen or found it. Not that any Ork would dream of passing off a dud or fake tag... Gork (or Mork) would know! The Ork proudly ties the tag round his neck – confident that when the day comes he will march beside Gorkamorka in the big Waaagh!

Prudent Orks try to obtain as many tags as possible, and at least one Morka and one Gorka tag to be on the safe side. Plainly, when the big day comes an Ork with more tags will take precedence over an Ork with less. An Ork wears all of his tags all of the time, as you can never be sure when Gorkamorka will do his thing. A rich and successful Ork therefore wears a substantial necklace of metal pieces, often referred to as his 'janglies'.

DA MOBS

New mobs form in Mektown all the time, striking out on their own to battle all the other mobs for a piece of the action. They are made up of tough Ork warriors and adventurous Yoofs hoping to make a fortune out in the desert and along the Skid by collecting scrap. More importantly they want to fight the other mobs to prove they're the most brutal and cunning Orks on Gorkamorka!

Although many Orks never leave Mektown, there are plenty who are ready to if the opportunity of joining a mob arises. The lure of untold riches, renown and as many fights as you could want is a strong incentive to the pioneer spirit of Gorkamorka. Generally, an Ork Nob will decide to set out in search of fame and fortune and will set about gathering a trusty band of like-minded Orks to follow him.

The Nob will go through the brewhouses of Mektown, check the Job Pole and make inquiries after resourceful Orks looking for some adventure. There's usually no shortage of volunteers, some of whom are drawn by the promise of teef, others simply wish to liven up their lives with some fighting and conquest. The Nob will pick out the likeliest looking applicants, sometimes by their appearance, other times by getting them to fight amongst themselves for their position within the mob. Once the mob is assembled it must prepare for its first journey into the wastes.

Although extremely tough and strong, even the Orks of Gorkamorka need essential supplies, like food and drink. Some of this they can forage for in the desert, but it is a foolhardy Nob who sets out into the wastes without some kind of back-up plan. Once the vehicles are ready to go, with barrels of extra fuel and plenty of supplies, the mob sets off into the great beyond.

There are many hundreds of mobs scattered throughout the Skid and the nearby desert. Each has its own fort where it is based, but the life of the scrap prospector is very migratory.

Rumours of large scrap veins may cause a whole mob to up and move to a more promising site if its existing mine is running out. The Nob also sends his warriors out into the desert to gather surface scrap uncovered by sandstorms and dust devils. It is these forays which are likely to bring the mob into conflict with others, as they both head for the same patch of desert. Such encounters inevitably end in a fight of some kind.

Orks have a carefree attitude to other mobs. If they win a battle, so much the better; if they lose, they'll soon have a chance to get their own back. Although the mobs of Gorkamorka will happily raid and ambush each other and steal the scrap from under the noses of their enemy, there is little real enmity. Battles fought are simply a part of Ork life, and if the foe has a clever trick to give them an advantage, well that's just life. If the enemy caught a mob out this time, they just better watch their backs next time...

Away from Mektown the mob's natural allegiances to Gork or Mork tend to reassert themselves, bringing even more conflict. Although they have only the vaguest ideas about what Gork and Mork represent, Orks display an uncanny natural inclination to join up with mobs of like-minded warriors. Gorkers and Morkers are always keen to bash each other's brains out once they are out of sight of Mektown. Naturally Gorkers remain equally willing to bash other Gorkers, and Morkers are just as keen on smashing other Morkers – either for some choice bits of scrap or just to prove who's the best.

Gorker mobs tend to be more interested in heavier armour, bigger guns and more Boyz for their mob. Gorkers look at their vehicles as a way of getting from one fight to the next so they tend to spend their teef on other things like big, shiny kustom guns. Morkers, on the other hand, love their bikes, buggies, traks and trukks with a passion and will spend inordinate amounts of teef on getting them kustomised.

"Dere's jus' one difference
'tween Gorkers an' Morkers,
Gorkers is brutal but cunning
Morkers is cunning but brutal"

Mekboy Zargutz

NOBZ

Ork Nobz are the epitome of the Ork species – large, brutal and possessing a single-minded determination and love of fighting. Every mob on Gorkamorka is led by a Nob, and it is these individuals who keep Ork society running as smoothly as possible. An Ork can become a Nob in two ways: by destiny, or by fighting. Some Orks, from the moment they emerge from their cocoon, are naturally bigger, smarter and are looked up to by the other Orks. Something in the Orks' genetic make-up makes them leaders of other Orks.

As the Ork matures, his status increases and his belligerent attitude to bossing other Orks around will cause it to grow even bigger. Other Nobz start out as one of da Boyz but fight their way to superiority by winning lots of fights, getting lucky and being cunning, usually in that order.

Nobz are rare Orks with equal measures of vision, determination, energy and enough brutality to get things done. The Nob is what holds a mob together and gives it purpose, the Orks in a mob will follow their leader into the most dangerous firefights and on the most suicidal missions almost without question.

Ambitious Nobz constantly scour Mektown recruiting the Orks they need to form a mob: Boyz to do the fighting, Yoofs to make up the numbers and do all the running around, adventurous apprentice Meks, called Spannerz, to fix the vehicles and so on.

All Nobz aspire to be the bigshots around Mektown, the ones all the other Orks step out of the way of on the streets. They dream of acquiring all the wealth and the power for themselves, and trampling their rivals into the dirt. Success or failure depends on how lucky and cunning the Nob is, and until a new Nob has a few victories under his belt all the other mobs will be gunning for him.

Once he's proved his ability Orks will clamour to join the successful Nob, hoping to get a slice of the glory and rich pickings. Of course every Ork in the mob is also looking for an opportunity to oust the Nob in charge and take control themselves. This is the Orky way and any Nob weak or foolish enough to be overthrown by one of his own Boyz has no reason to complain. Might is right and nothing else matters.

If one of the Boyz thinks he's strong enough, he will challenge the Nob to fight for their position. Before he makes the challenge, the contender will put on extra weight and muscle and develop an even more aggressive attitude. Sharp-eyed Nobz will notice this and give the upstart a good kicking before he literally gets "Too big fer 'is boots". If the development of the younger Ork goes unnoticed, they will eventually challenge the Nob to a pit fight. On Gorkamorka these are public spectacles, fought in pits at the foot of Gorkamorka itself. The gods will decide the winner.

Pit fights are brutal affairs, as many are fought only with teeth and claws or maybe a knife or some knuckledusters. The two Orks will be primed up for the fight for days, even weeks in advance, and the battle may last a long time, depending on how well developed the contender has become. It is common for the loser of a pit fight to be killed or very savagely mauled.

THE LANDS BEYOND

Few Orks have travelled into the deep desert and returned to tell the tale. Mutie raiders, rival Orks and rebel Grots are but the least of the dangers for a prospective explorer. First of all it is easy to simply get lost and wander the wastes until thirst and heat kill you. In the depths of the desert there are deep seams of fine dust where buggies or bikes sink under in an instant. Apparently solid plains of rock can fracture and drop travellers to their deaths in subterranean caverns. Towering windstorms can whip up without warning to bury warriors and their machines or suck them up to be torn apart in their spinning vortices. Nonetheless some try and a few return, although none of them have found anywhere worth going back to.

Days away to the west through the desert there is a great sea which is supposedly not water but boiling mud clear to the horizon. To the south hot lakes and geysers bubble up from the cracked ground. Between the boiling sea and the lakes is a low range of volcanoes which gout sulphur and ash into the skies in an unending torrent.

To the north and east lie great rocky plains and salt flats, terminating in the howling hills where the winds never die. In the south east, the mother of storms can be seen even from Mektown, a huge rotating column of wind and dust a hundred miles across or more. All the truly giant windstorms are born here and when their twisting columns dance across the desert, the Orks have to clamp everything down tight and be ready to dig themselves out when it's all over.

In most Ork societies, different Nobz will contend with each other to become Bosses, Warbosses and Warlords. However, on Gorkamorka the Meks have risen to the position of command and the Nobz must constantly battle each other to display their status and wealth. Combined with the harsh environment and battle for Gorkamorka tags, this means that even for Ork society, Gorkamorka is a savage, cut-throat world where the weak will be quickly killed and eaten.

DA FORTZ

Once a Nob has recruited enough Orks to form a mob and scraped the teef together to afford vehicles to carry them, they can set out into the desert. A big crowd of Meks, Boyz, traders, inquisitive Gretchin, Diggas and anybody else around at the time will gather to see the mob off – a few shouting advice, others yelling abuse or threats, some offering to do work or join them if they get lucky.

Once out into the Skid the mob will start looking for a place to hole up and start building their fort. Searching for a place to claim can be a dangerous business and often requires the mob to travel many days from Mektown. Other mobs will fight the newcomers at every opportunity, rebel Grots will trail the mob looking for an opportunity to steal their stuff and sandstorms and Mutie raiders always threaten to sweep out of the desert.

Undaunted the mob will keep on looking for a rich vein of scrap where they can establish their stronghold. There are hundreds of such veins where the wreckage of the hulk has been buried in the sands by centuries of storms or forced far below the surface by the violence of the impact. At times sections of whole ships are uncovered, their twisting corridors leading beneath the sands to a fortune in unplundered tek. Most veins are simply compacted masses, an unidentifiable agglomeration of metal smashed together.

First the mob will construct crude huts from debris found on the surface. This is the most perilous time in a mob's career, and many unlucky Orks have found themselves caught out in the wilderness with no shelter as night closes in. Some mobs have disappeared to the monstrous denizens that lurk in the night, while others have had horrifying encounters that have left them more than slightly unhinged. However, if all goes to plan the Orks will start to dig beneath the surface for more scrap. Some of this they will trade with the Meks, while large metal plates and other useful bits will be built into a simple wall.

As the mob digs and finds more scrap, it will add to its defences and trade its scrap for more useful bits in Mektown. In quite a short time the mob's fort will be visible from quite a distance, its rusted and pitted walls of buckled plates and twisted girders rising from the dunes. Extra spikes, a mechanised gate, wind and gas powered generators and all sorts of other gubbins are added on as the Orks prosper.

Although the Orks may roam far and wide in their search for more scrap, it is their mine which will provide a steady source of income and their fort that acts as a base of operations. Here the mob's captives are put to work by the Slaverz, the Spannerz fix up the mob's buggies and bikes and the Orks generally relax after a hard day's diggin' and fightin'. Most importantly the fort offers some protection against sand storms, enemies, the scorching heat of the twin suns and the haunted nights of the desert.

MUTIE RAIDERS

Mutie raiders attack from the most deadly and inhospitable areas around Mektown. They lurk in the rad zones and amongst the great wrecks but they also range far across the deserts, living a nomadic existence. The raiders hate Orks with an unbridled passion and are constantly on the look out for opportunities to kill them and destroy their forts.

Attacks by Mutie raiders are swift and merciless, and they often use ravines and other features to get close to the Orks and take them unawares. The raiders will burst forth with ululating yells and screams, to ride down their surprised foes in a wave of hideously twisted warriors and steeds. Orks try to hunt down bands of raiders whenever they appear but the raiders are crafty in all the ways of the desert and seem to appear and then disappear with the sudden ferocity of a desert storm.

The Muties themselves are hideously deformed creatures that are normally swathed in ragged robes and hoods to protect themselves from the burning heat of the suns. They ride upon weird, warped beasts with tough, scaly hides and fanged jaws. Raiders use weapons that are quite different from the brutal, noisy shootas of the Orks – long fusils and jezails which fire bolts of burning light.

CREATING A MOB

Before you are ready to play Gorkamorka you need to start a mob. The Gorkamorka box contains sufficient models to make two mobs including Boyz, and vehicles in the form of trukks and traks.

The Ork models have been designed so that they can be assembled in a variety of ways and armed with different weapons. Further variants can be created by cutting away weapons and replacing them with different types. As your mob grows in power and wealth you'll doubtless want to add more warriors and vehicles from the Citadel range.

STARTIN' OUT

First decide whether you want your mob to be Gorkers or Morkers, then start to choose your Boyz. A starting mob always consists of at least three warriors plus a vehicle to carry them. To start your mob, refer to the Mob For Hire list on page 24. The list explains how much it costs to hire and equip your mob. To begin with you have a total of 100 teef to spend hiring your mob.

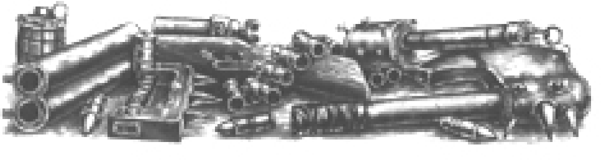
There are five types of Ork warrior that can be hired in your mob: the Nob, Boyz, Spannerz, Slaverz and Yoofs. You can also buy Grots – Gretchin slaves – although these are of limited value until your mob is established. In addition there are three types of vehicle: buggies (also known as trukks), traks and bikes.

THE NOB

Your mob must be led by a Nob. This model represents the player himself in his guise as a mighty leader of Orks. A mob can only have one Nob. To start with, it is suggested that you choose one of the Ork models from the Gorkamorka game as your Nob.

BOYZ

Ork Boyz are ordinary mob warriors. Boyz can be found and hired in the bazaar in Mektown, the bars, and pretty much anywhere Orks gather. Boyz are natural warriors and hardened fighters who form the bulk of all mobs. The models in the Gorkamorka box represent Boyz.



SPANNERZ

Spannerz (or Spanner Boyz) are those lucky Orks who have a natural talent with guns, buggies and worky bits in general. As they get older most Spannerz are drawn back to Mektown to learn more about 'teknologee' and work for the Mekboyz, with an eye to eventually becoming fully-fledged Meks themselves. Even though they are working pretty much on instinct alone, Spannerz can usually keep buggies, traks and bikes working even out in the wastes. This means Spannerz are vital for mobs, and they can generally earn more teef at the job pole.

SLAVERZ

Slaverz are Orks who have a real knack for catching and training Grots and Diggas. Most Orks lack the patience and agility to force Grots through their paces and turn them into worthwhile servants. However, Slaverz love all this stuff – catching the Grots when they do a runner, teaching them simple tricks in exchange for food, and training them to scavenge for food and scrap. Without Slaverz, Orks would spend most of their time leathering cheeky Grots instead of fighting each other like Gork (or Mork) intended.

YOOFS

Yoofs are young inexperienced Orks. Young Orks hatch from cocoons in the wilderness and are drawn to Mektown where they quickly find work. Because Orks inherit many of their abilities rather than develop them with experience, Yoofs are not very different in appearance or ability to Boyz. However, they are keen to make a start, so they are cheaper to hire than Boyz, but less capable in a fight. No more than half a mob can be made up of Yoofs. At a pinch the models in the Gorkamorka box can be used to represent Yoofs by painting them a lighter shade of green (Orks get darker as they get older).

GROTS

Grots are Gretchin – small green-skinned slaves who do much of the fetching and carrying in Ork society but very little fighting. Although a mob can include Grots right from the start, we recommend players get used to fighting with their Ork mobs before buying any Grots. Many Grots models are available in the Citadel range.

BUGGIES

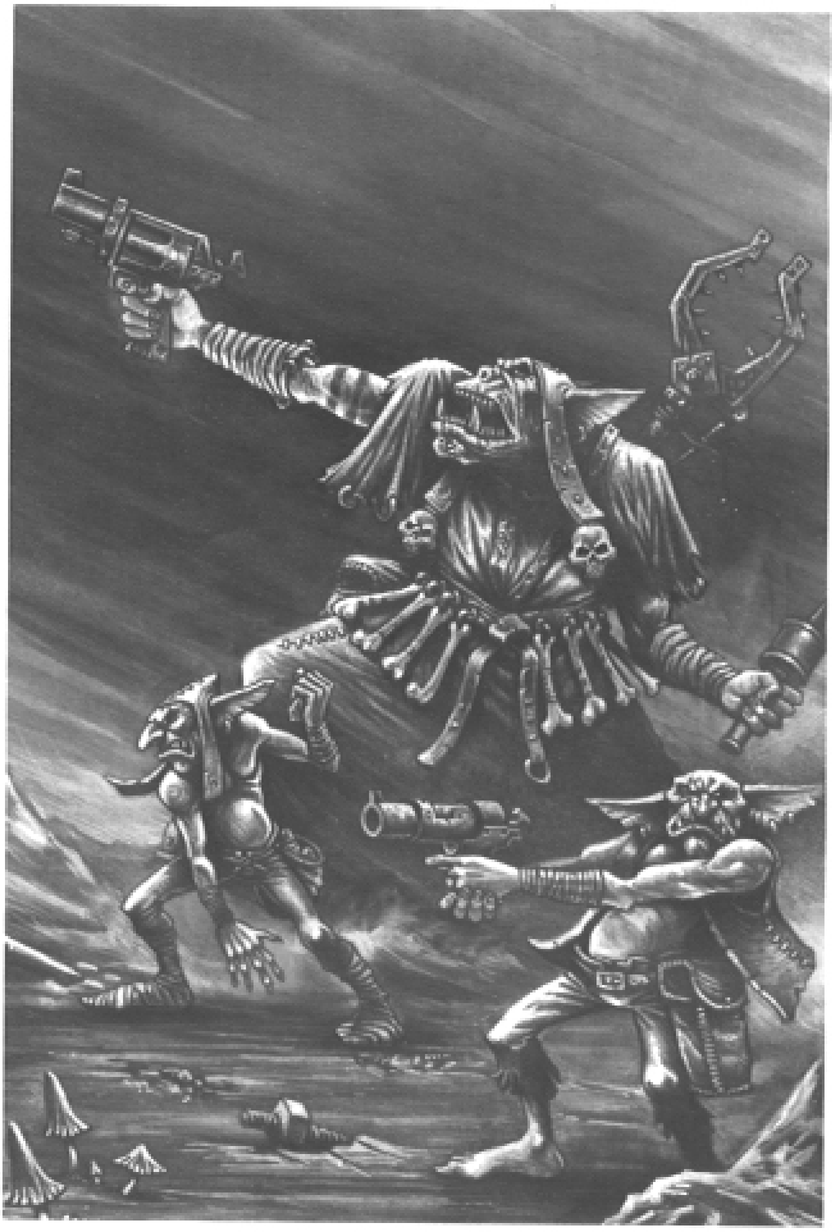
Buggies are wheeled vehicles and are variously described as 'buggies' or 'trukks' depending on their size and carrying capacity. Most mobs start off with one or two buggies to move about in.

TRAKS

Traks have tracks... stands to reason, doesn't it! Otherwise traks are similar in overall design to buggies. The advantage of a trak is its ability to move over rough terrain and rubble (plenty of that round Mektown) but they are slower than buggies.

BIKES

Ork bikes often have a wheel and a track. They are smaller and less stable than buggies or traks but, by Mork are they fast!



MOB & BUGGY ROSTERS

You'll need a mob roster sheet and a buggy roster sheet to write down details of your mob. A couple of blank roster sheets can be found in the Read Dis Furst leaflet. Copy or photocopy as many sheets as you need, so that you can keep a neat and accurate record of your mob as it changes from game to game.

When you have chosen your mob, take a mob roster sheet and write down the details of each warrior in the spaces provided. It's a good idea to work out your mob on a piece of scrap paper first, as you will inevitably have to adjust warriors and weaponry in order to get close to the permitted 100 teef. If you have any teef left over after you have hired your mob, then any excess is retained and noted down in the box marked 'Teef Hoard'.

Your mob's vehicles are recorded on the back of the mob roster sheet. When you choose your vehicle, or vehicles, note down all the pertinent details in the relevant boxes on the sheets.

The roster provides a record of your mob and its vehicles, and it is useful to keep it beside you as you play. During a battle it is worth making notes on a seperate sheet, to record incidental details such as exploding weapons, flesh wounds, experience earned and the like.

You will need to give your mob a name, and also name all your warriors. We leave it to you to invent suitable names, you'll find many examples throughout Gorkamorka as well as comprehensive notes on Ork names in the back of this book.

MOB FOR HIRE

Before you can start playing Gorkamorka you need to choose your mob.

The models in this box give you enough Orks for two starting mobs. Later on you can recruit more Boyz and add to your firepower by getting bigger guns. The models themselves have been designed so that you can equip them in different ways to represent different warriors. The weapons chosen for your warriors and vehicles must be depicted on the models used to represent them. The exceptions are knives, which you can assume are tucked inside clothing or inside a boot. Obviously, it's well worth considering how you'd like to arm your warriors before assembling the models or buying new ones.

As an example we have included rosters for two mobs we have created – Da Rukkas and Da Skidz.

CHOOSING THE MOB

The following list is used to hire your initial mob. To start you have 100 teef with which you must recruit at least three Orks including a Nob, plus one or more vehicles with sufficient capacity to carry your entire mob. Any teef left unspent can be added to your teef hoard and used later when you get the opportunity.

MOBSTERS

There are six different kinds of mobsters: Nobz, Spannerz, Slaverz, Boyz, Yoofs and Grots.

Minimum 3 Warriors. A mob must have at least 3 Ork warriors including its Nob.

Nob. Your mob must include a single Nob – no more and no less.

Spanner Boyz (or Spannerz for short). Your mob must include one Spanner for each vehicle or three bikes in it.

Slaverz. Your mob may include as many Slaverz as you can afford.

Boyz. Your mob may include as many Boyz as you can afford.

Yoofs. Your mob can include Yoofs up to a maximum of half of the total number of Orks in the mob.

Grots. If you have any Slaverz, your mob may include Grots – however it may not include more Grots than Orks.

Buggies, Traks and Bikes. Your mob can include one vehicle or up to three bikes for each Spanner Boy. You must include enough vehicles to carry all of the mob.

NOB

Cost to recruit: 12 teef

Nobz are simply the biggest, hardest Orks around, so other Orks naturally look to them for leadership. They are expected to be proud and arrogant, inflicting punishment on anybody who cheeks them or gets out of line. All but the dimmest Orks aspire to be Nobz one day, so Nobz always have to be ready to fight off challenges to their position as leader.

	M	WS	BS	S	T	W	I	A	Ld
NOB	4	4	4	3	4	1	3	1	7(8)

Weapons: You can arm your Nob with weapons and equipment from the Hand-to-Hand Weapons, Gunz, Armour and Stikkbombz lists.

Leadership. Your leader only becomes a fully fledged Nob once he has won a battle. His Leadership then rises to 8 automatically. Until he becomes a Nob your leader cannot attempt to buy kustom jobs as the Meks refuse to deal with someone of such low status. Once he is a Nob other Orks make way for him in the street and don't gob on him so much.

SPANNER BOYZ

Cost to recruit: 6 teef

Spanners have got what the Orks term 'know-wots' – they know what's wrong when things don't work! Without the consummate technical skills of the Spannerz, a mob in the desert would soon end up as a pile of bleaching bones.

	M	WS	BS	S	T	W	I	A	Ld
SPANNER	4	3	3	3	4	1	2	1	7

Weapons: You can arm your Spanner Boyz with weapons and equipment from the Hand-to-Hand Weapons, Gunz, Armour and Stikkbombz lists.

Special: Each Spanner in your mob allows you to buy one vehicle or up to three bikes.

SLAVERZ

Cost to recruit: 6 teef

Slaverz catch and train slaves (Grots and Diggas) for the Orks. It is an ancient occupation, much appreciated by the other Orks who can't be bothered with it.

	M	WS	BS	S	T	W	I	A	Ld
SLAVER	4	3	3	3	4	1	2	1	7

Weapons: You can arm your Slaverz with weapons and equipment from the Hand-to-Hand Weapons, Gunz, Slaverz' Stuff, Armour and Stikkbombz lists.

Special: Slaverz are highly adept at dealing with slaves, or Runtz as Orks often call them. Having a Slaver in your mob allows you to take Grots, as detailed below. If you have a Slaver you can also force captured models from other mobs to labour in the mob's scrap mine to earn extra teef (see the Income section later on).

BOYZ

Cost to recruit: 5 teef

Tough and reliable, Boyz are the backbone of the mob.

	M	WS	BS	S	T	W	I	A	Ld
BOY	4	3	3	3	4	1	2	1	7

Weapons: You can arm your Boyz with weapons and equipment from the Hand-to-Hand Weapons, Gunz, Armour and Stikkbombz lists.

YOOFS

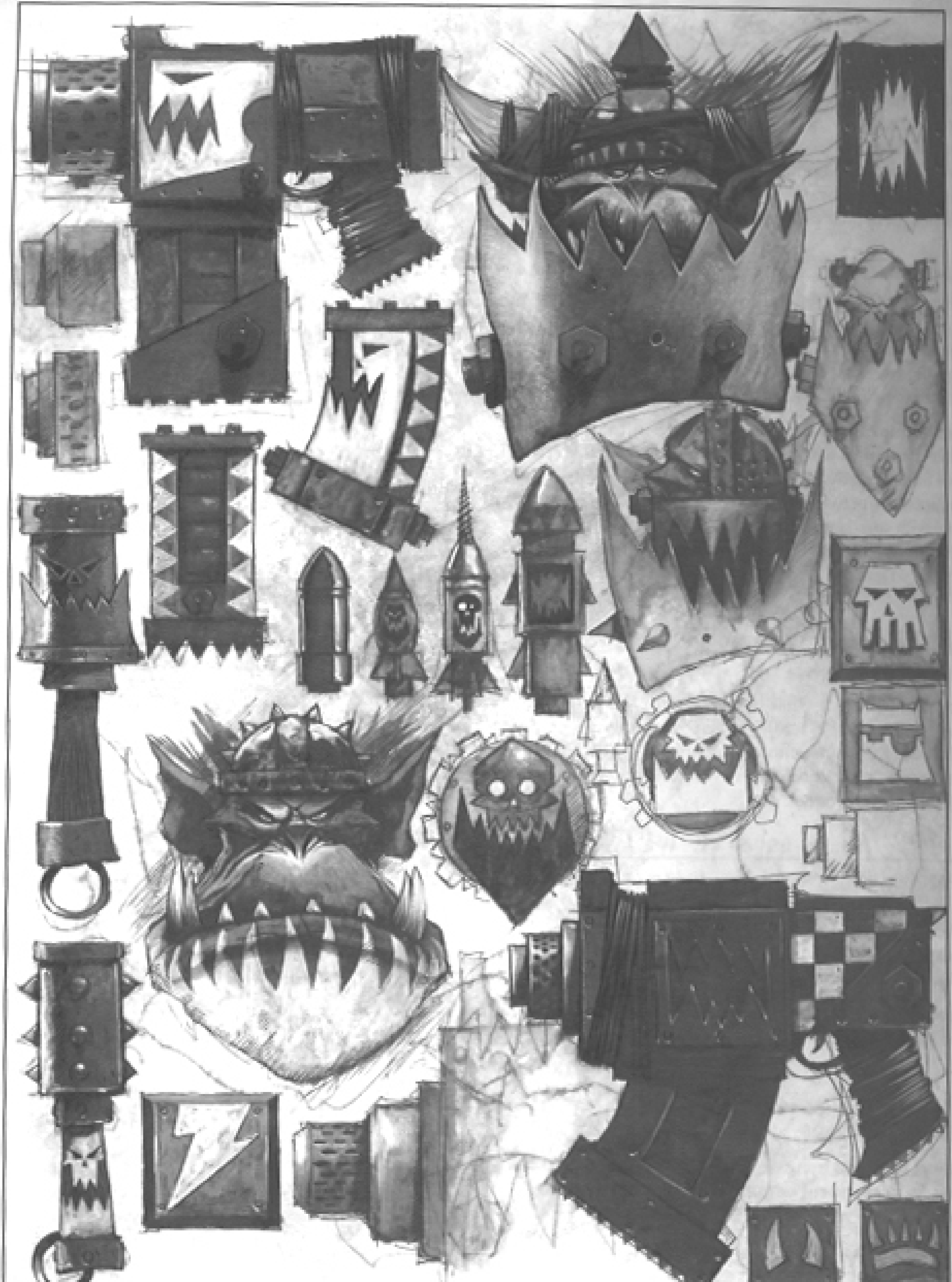
Cost to recruit: 3 teef

Starting out ham-fisted and unreliable, Yoofs toughen up fast and soon develop into fully-fledged Boyz.

	M	WS	BS	S	T	W	I	A	Ld
YOOF	4	2	2	3	3(4)	1	2	1	7

Weapons: You can arm your Yoofs with weapons and equipment from the Hand-to-Hand Weapons, Gunz, Armour and Stikkbombz lists.

Toughness: Yoofs quickly harden up in the harsh desert conditions, helped along by a diet of regular fighting. When Yoofs have gained enough experience to become fully fledged Boyz (see the Experience section later) they gain +1 to their Toughness in addition to their normal advance. It is possible that a Yoof ascending to join the Boyz might manage to reach Toughness 5. This is perfectly OK and the Yoof in question will gain great respect for his ability to crush cans on his head and consume prodigious quantities of fungus beer.



GROTS

Cost to recruit: 2 teef

Grots are sneaky and cunning so they make useful scouts and scavengers for Ork mobs (and they're the only ones who can be bullied into fetchin' an' carryin').

	M	WS	BS	S	T	W	I	A	Ld
GROT	4	2	3	3	3	1	2	1	5

Weapons: You can arm your Grots with weapons from the Hand-to-Hand Weapons and Gunz lists.

Special: Grots can be pinned by shooting as detailed in the rulebook.

UEHICLES

Nobody gets around on Gorkamorka without wheels (or traks), and this is where you get yours... Wheels that is. Remember that you need enough vehicles to carry your whole mob.

TRUKK or BUGGY	20 Teef
TRAK	15 Teef
WARBIKE	10 Teef

WEAPONS

Each warrior you recruit can be armed with one or more of the weapons listed over the page. Some warriors are restricted in what kinds of weapons they can be armed with, Grots can only use hand-to-hand weapons and gunz for example.

An individual warrior can only carry up to two gunz. A warrior can also carry any number of hand-to-hand weapons and stikkbombz. All weapons carried must be shown on the model itself and for the purposes of hand-to-hand combat it's assumed that a warrior is armed with the weapons he's holding unless the owning player declares otherwise at the start of the combat.

MOUNTING WEAPONS ON VEHICLES

A big gun can only be mounted on a vehicle as a fixed weapon; select which vehicle to fix the weapon on when you buy it. Remember to add the cost of the big gun to the vehicle carrying it. Note that a vehicle can only ever have a single fixed weapon mounted on it. Bikes are far too lightweight to have a big gun mounted on them.

However, instead of having a big gun, any vehicle can have two gunz linked together as a fixed weapon. Both gunz must be of the same type and are paid for separately. Once a pair of gunz are mounted up as a fixed weapon they are treated as a single weapon for ammo rolls, kustomisin' and everything else. Two linked gunz used as a fixed weapon count as a normal weapon of that type, but with an additional Sustained Fire dice. For more information see the Fixed Weapon rules in the Vehicles Shooting section of Da Roolz.

DRIVERS AND GUNNERS

Whenever you buy a vehicle or a big gun you have to nominate a member of your mob to be the driver or gunner for it. From then on only that warrior can act as the driver or gunner until he is ousted by another member of the mob in a fight for supremacy (see later). If the designated driver or gunner is not around for some reason (because of old battle wounds or being captured for example) another member of the mob can oust them automatically and take over their position.

MOB'S A GOOD 'UN!

Once recruited your mob is ready to undertake a life of high adventure cruising the desert dunes in search of fortune and a good fight. Once you've recruited your first mob it's a good idea to get stuck in right away, preferably against another starting mob. This gives you a chance to familiarise yourself with the rules and see how your mob performs in action.

Of course choosing a mob is just the beginning of its illustrious career, though you can just fight one-off games if you want to. The Gorkamorka campaign section tells you all about gaining wealth and experience in an ongoing series of battles. This the best bit of Gorkamorka.

WEAPON LISTS

HAND-TO-HAND WEAPONS

Hand-to-hand weapons include everything that can be used at close quarters such as pistols, knives and crude axes or spears. Some of these weapons can also be used for ranged combat, though the ranges tend to be very short.

WEAPON	TEEF
Slugga	2
Six Shoota	2
'Uge club or choppa	2
Club or choppa	1
Knives and knuckles	Free
Chain or Flail	1
Spear	1

GUNZ

Gunz are long range weapons, carried and fired with two hands. We've included bows and crossbows in with gunz because they don't really fit in anywhere else and they get used for putting holes in people from a distance just like shootas and kannonz.

WEAPON	TEEF
Bow	1
Crossbow	1
Blunderbuss	1
Shoota	2
Kannon	3

STIKKBOMBZ

Stikkbombz are crude grenades made by filling a can with explosives and screwing it onto the end of a stick. If you buy a model some stikkbombz, he is assumed to have a supply of them which is replenished after each game

WEAPON	TEEF
Frag	3
Krak	5

BIG GUNZ

Big gunz are seriously huge, seriously loud and seriously destructive! In fact big gunz are so big that they are too cumbersome to lug around, so they are always mounted on vehicles.

WEAPON	TEEF
'Eavy Shoota	15
Rokkit Launcher	13
Harpoon Gun	7
Spear Gun	9
Scorcha	8

ARMOUR

Even though Orks are tough and hard to kill, they're not above wearing extra armour if they can afford it.

ARMOUR	TEEF
Studded Armour	1
Shield	1
Flak Armour	2
'Eavy Armour	7

SLAVERZ' STUFF

Equipment vital to the Slaverz' trade: low-down sneaky stuff for catching people without having to fight them.

WEAPON	TEEF
Grabba Stik	2
Net	2
Bolas	1
Whip	2

GORKAMORKA™

MOB NAME: Da Rukkas (Gorker Mob)

MOB RATING: 126

TEEF HOARD: 0 teef

NAME	CHARACTERISTICS									WEAPONS, SKILLS AND INJURIES	WEAPONS SUMMARY									COST	EXP.
	M	WS	BS	S	T	W	I	A	Ld		Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo	Notes		
Skarboss (Nob)	4	4	4	3	4	1	3	1	7	Kannon, Choppa, Frag stikkbombz	4	18	–	-1	4	0	1	4+	Knockback	19	61
Badskar (Boy)	4	3	3	3	4	1	2	1	7	(Driver of 'Da Wagon') Knife	–	–	–	–	3	0	1	–		5	26
Rukkgrim (Boy)	4	3	3	3	4	1	2	1	7	(Driver of 'Grimkart') Knife	–	–	–	–	3	0	1	–		5	21
Badgof (Boy)	4	3	3	3	4	1	2	1	7	(Gunner for 'Grimkart') Knife	–	–	–	–	3	0	1	–		5	21
Bossmek (Spanner)	4	3	3	3	4	1	2	1	7	Kannon, Knife	4	18	–	-1	4	0	1	4+	Knockback	9	66
Barkmek (Spanner)	4	3	3	3	4	1	2	1	7	Shoota, Knife	12	18	+1	–	3	0	1	4+		8	62
Badrukk (Yoof)	4	2	2	3	3	1	2	1	7	Six Shoota, Knife	6	12	+1	–	3	0	1	4+	1 Sus. Fire dice 1 turn to reload	5	0
Gargdreg (Yoof)	4	2	2	3	3	1	2	1	7	Six Shoota, Knuckles	6	12	+1	–	3	0	1	4+	1 Sus. Fire dice 1 turn to reload	5	0

A mob must consist of at least three models, including one Nob. No more than half of the Orks may be Yoofs. No more then half of the mob may be Grots.

The mob rating is the total experience divided by ten, plus the total cost of the warriors and their vehicles.

	COST	EXP.
TOTAL POINTS COST AND EXPERIENCE	100 inc vehicles	257

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VEHICLE TYPE: Trukk **NAME:** Da Wagon **COST:** 20
DRIVER: Badakar **SPANNER:** Bossmek

Score	Armour	Location/Damage	Score	Armour	Location/Damage
1	8	Crew	4	10	Engines
2	8	Crew	5	8	Driver
3	8	Wheel/Track	6	10	Engines

FIXED WEAPON TYPE: **GUNNER:**

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes

KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:

VEHICLE TYPE: Trak **NAME:** Grimkart **COST:** 19
DRIVER: Rukkgrim **SPANNER:** Barkmek

Score	Armour	Location/Damage	Score	Armour	Location/Damage
1	8	Crew	4	10	Engines
2	8	Fixed Weapon	5	8	Driver
3	8	Wheel/Track	6	10	Engines

FIXED WEAPON TYPE: Linked Shootas **GUNNER:** Badgof

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes
12	18	+1	–	3	0	1	4+	1 Sus. Fire dice

KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:

VEHICLE TYPE: **NAME:** **COST:**
DRIVER: **SPANNER:**

Score	Armour	Location/Damage	Score	Armour	Location/Damage
1			4		
2			5		
3			6		

FIXED WEAPON TYPE: **GUNNER:**

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes

KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:

VEHICLE TYPE: **NAME:** **COST:**
DRIVER: **SPANNER:**

Score	Armour	Location/Damage	Score	Armour	Location/Damage
1			4		
2			5		
3			6		

FIXED WEAPON TYPE: **GUNNER:**

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes

KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:

GORKAMORKA™

MOB NAME: Da Skidz (Morker Mob)

MOB RATING: 126

TEEF HOARD: 1 toof

NAME	CHARACTERISTICS									WEAPONS, SKILLS AND INJURIES	WEAPONS SUMMARY									COST	EXP.
	M	WS	BS	S	T	W	I	A	Ld		Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo	Notes		
Morgrim (Nob)	4	4	4	3	4	1	3	1	7	Slugga, Choppa, Studded Armour	6	12	+1	–	3	0	1	4+		16	64
Noblurk (Boy)	4	3	3	3	4	1	2	1	7	(Driver of 'Da Kruncha') Knife	–	–	–	–	3	0	1	–		5	23
Nobskar (Boy)	4	3	3	3	4	1	2	1	7	(Driver of 'Da Smasha') Knife	–	–	–	–	3	0	1	–		5	25
Narmek (Spanner)	4	3	3	3	4	1	2	1	7	Shoota, Knife, Studded Armour	12	18	+1	–	3	0	1	4+		9	63
Duffmek (Spanner)	4	3	3	3	4	1	2	1	7	Six Shoota, Knife, Studded Armour	6	12	+1	–	3	0	1	4+	1 Sus. Fire dice 1 turn to reload	9	66
Bossdreg (Slaver)	4	3	3	3	4	1	2	1	7	Kannon, Knuckles, Studded Armour	4	18	–	-1	4	0	1	4+	Knockback	10	21
Grubkop (Yoof)	4	2	2	3	3	1	2	1	7	Six Shoota, Knife	6	12	+1	–	3	0	1	4+	1 Sus. Fire dice 1 turn to reload	5	0
Dregfing (Yoof)	4	2	2	3	3	1	2	1	7	Six Shoota, Knife	6	12	+1	–	3	0	1	4+	1 Sus. Fire dice 1 turn to reload	5	0
																			TOTAL POINTS COST AND EXPERIENCE	99 inc vehicles	262

A mob must consist of at least three models, including one Nob. No more than half of the Orks may be Yoofs. No more than half of the mob may be Grots.

The mob rating is the total experience divided by ten, plus the total cost of the warriors and their vehicles.

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VEHICLE TYPE: Trukk
NAME: Da Kruncha
COST: 20
DRIVER: Noblurk
SPANNER: Nurmek

Score	Armour	Location/Damage	Score	Armour	Location/Damage
1	8	Crew	4	10	Engines
2	8	Crew	5	8	Driver
3	8	Wheel/Track	6	10	Engines

FIXED WEAPON TYPE:
GUNNER:

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes

KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:

VEHICLE TYPE: Trak
NAME: Da Smasha
COST: 15
DRIVER: Nobskar
SPANNER: Duffmek

Score	Armour	Location/Damage	Score	Armour	Location/Damage
1	8	Crew	4	10	Engines
2	8	Crew	5	8	Driver
3	8	Wheel/Track	6	10	Engines

FIXED WEAPON TYPE:
GUNNER:

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes

KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:

VEHICLE TYPE:
NAME:
COST:
DRIVER:
SPANNER:

Score	Armour	Location/Damage	Score	Armour	Location/Damage
1			4		
2			5		
3			6		

FIXED WEAPON TYPE:
GUNNER:

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes

KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:

VEHICLE TYPE:
NAME:
COST:
DRIVER:
SPANNER:

Score	Armour	Location/Damage	Score	Armour	Location/Damage
1			4		
2			5		
3			6		

FIXED WEAPON TYPE:
GUNNER:

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes

KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:

PAINTING AND COLLECTING YOUR MOB

To play Gorkamorka you need your own mob of trusty Boyz to bash your enemies so you'll need to assemble some of the models you get in the box and then paint them. Collecting your mob is quite straightforward and can be very rewarding. This section of the book shows you a few ways to set about building and painting your models, with lots of extra ideas for making a battlefield for them to fight over.

A mob of Orks rush to defend their fort as a rival mob smash through their defences.

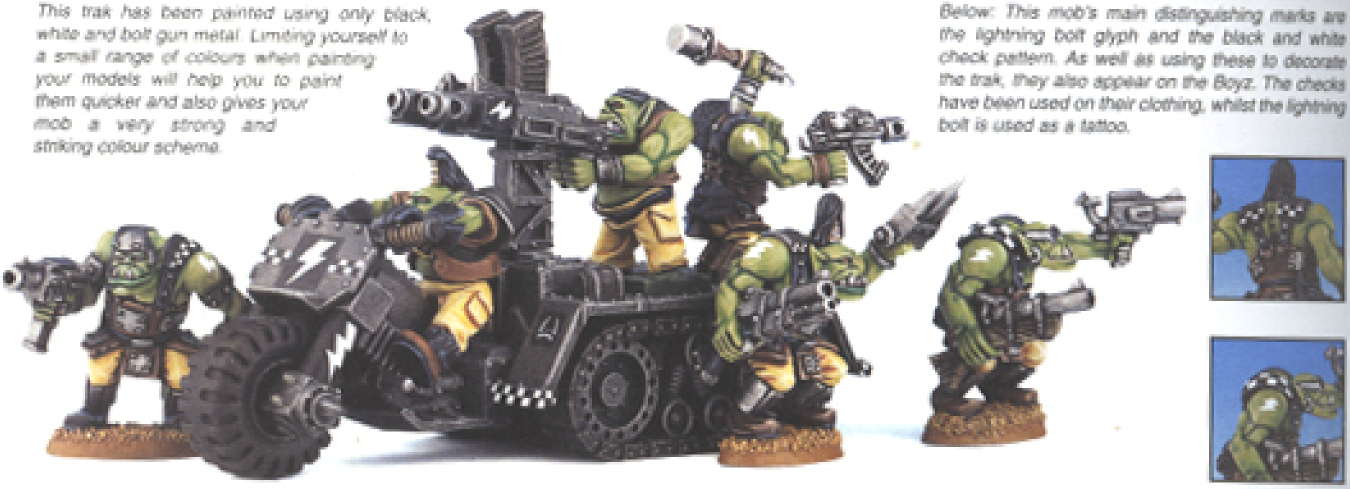
ORK MOBZ

Each Ork mob has its own distinctive markings and mob colours which are used to distinguish its vehicles and warriors from those of other mobs. These markings and colours are decided by the mob's Nob. If he really likes big glyph tattoos then you can be sure all his Boyz and Yoofs will have these on their arms and faces. Because of this there are no hard and fast rules about how to paint your mob but there are lots of ways to make your models look dead Orky.

GORKERS AND MORKERS

No two mobs are the same, but despite this, Gorker and Morker mobs tend to share certain attitudes. For instance, Gorker Nobz often feel that big gunz are more important than flashy buggies.

Morkers, on the other hand, are totally addicted to high speeds and Morker Nobz constantly try to outdo each other in terms of who owns the snazziest buggies. Their machines are kept in (almost) perfect condition apart from the odd bullet hole and the huge dents and scratches which are the hallmark of a reliable vehicle.



This trak has been painted using only black, white and bolt gun metal. Limiting yourself to a small range of colours when painting your models will help you to paint them quicker and also gives your mob a very strong and striking colour scheme.

Below: This mob's main distinguishing marks are the lightning bolt glyph and the black and white check pattern. As well as using these to decorate the trak, they also appear on the Boyz. The checks have been used on their clothing, whilst the lightning bolt is used as a tattoo.

SETTING UP A PAINTING TABLE

You'll need to find somewhere to paint your models, ideally a table or desk where projects can be left in place from one day to the next. There is nothing more frustrating than having to constantly pack away and set up your work area.

A desk or table by a window is ideal, and if you want to paint during the evening a desk lamp is useful – preferably with a colour corrected 'daylight' bulb which shows the true colours of the paints. It is a good idea to put down a good thick layer of newspaper to protect the tabletop beneath the work area. Remember, you will probably be cutting onto the surface as well as painting, so a layer of thick card or board may also be necessary. Hardboard makes an ideal surface with the added advantage that the whole lot can be picked up and moved if required.

CITADEL
MINIATURES

TOOLS AND MATERIALS

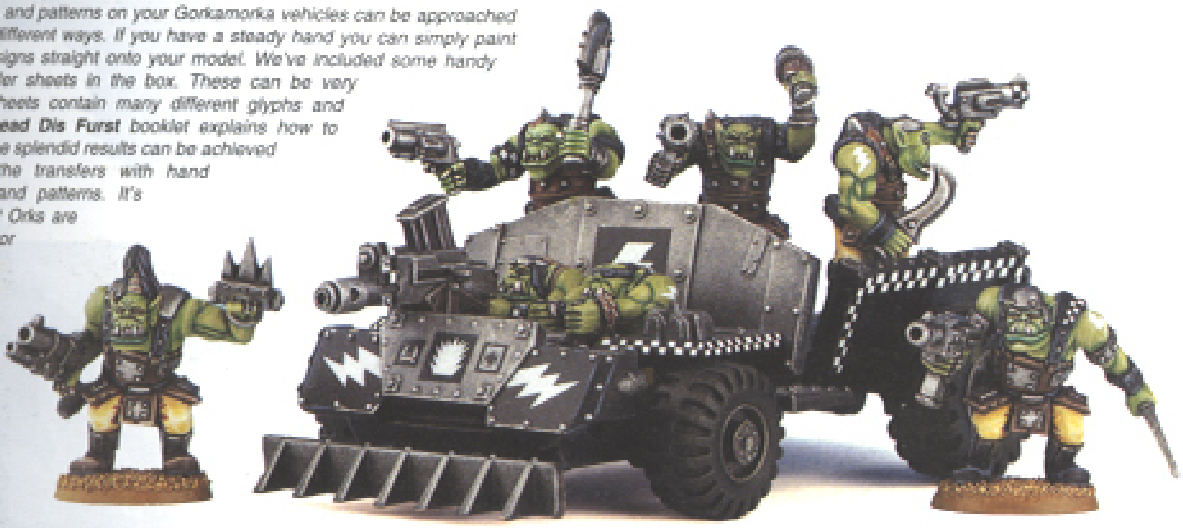
You don't need much paint and modelling equipment to get started. Many people find that they already have household items or tools which are useful. To begin with you'll need a selection of paints, brushes, a modelling knife, and glue.

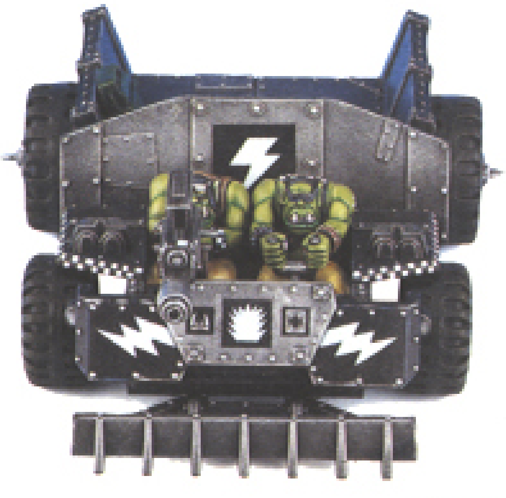
To paint your miniatures, we recommend you use Citadel Colour paints. These water-soluble paints have been specially formulated for painting metal and plastic miniatures, and come in a wide range of colours. As well as a selection of paints, you will find the following items useful.

- A number of different size brushes
- Polystyrene cement (for gluing plastic models)
- Superglue (for gluing metal models)
- A modelling or craft knife or pair of clippers
- Water container (old mug or plastic cup)
- A palette for mixing paint (an old plate or ceramic tile)
- Tissues (for cleaning brushes and wiping up any spillages)
- A can of white undercoat spray (to prime your models)

CITADEL MINIATURES
UNDERCOAT
WHITE
CITADEL
CITADEL SUPER GLUE

Painting designs and patterns on your Gorkamorka vehicles can be approached in a number of different ways. If you have a steady hand you can simply paint your chosen designs straight onto your model. We've included some handy waterslide transfer sheets in the box. These can be very useful as the sheets contain many different glyphs and patterns. The ***Read Dis Furst*** *booklet explains how to apply them. Some splendid results can be achieved by combining the transfers with hand painted motifs and patterns. It's worth noting that Orks are not renowned for their artistic abilities!*





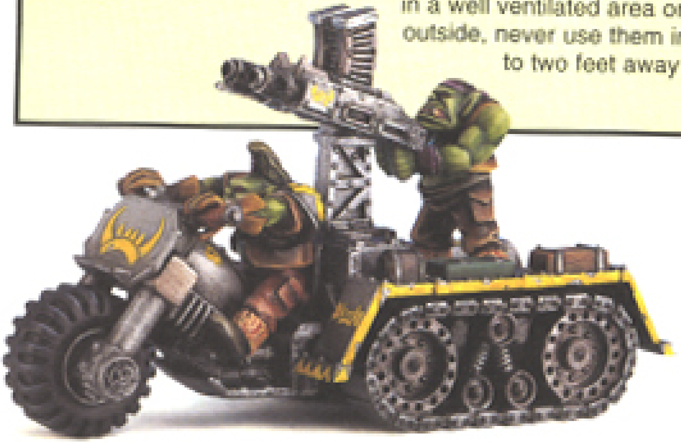
Above and right: Side and front detail shots of the Ork driver and gunner.

UNDERCOATING

Once your models are assembled and the glue is dry, you'll need to undercoat them. This primes the surface of the miniature so that paint adheres well. You can apply a layer of white paint with a brush instead but you'll get a much smoother finish if you use a spray undercoat.

Citadel undercoat sprays come in both black and white. White is used more often on single figures such as an Ork Boy, because it makes colours painted on top of the undercoat look brighter. Black is used to undercoat models that will be painted predominately black or metallic such as Ork vehicles like traks and trukks.

You should always use aerosol sprays in a well ventilated area or preferably outside, never use them in an enclosed, unventilated place. Hold the spray about one to two feet away from your model and apply in continuous, even bursts.

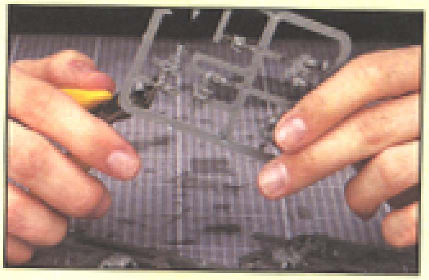


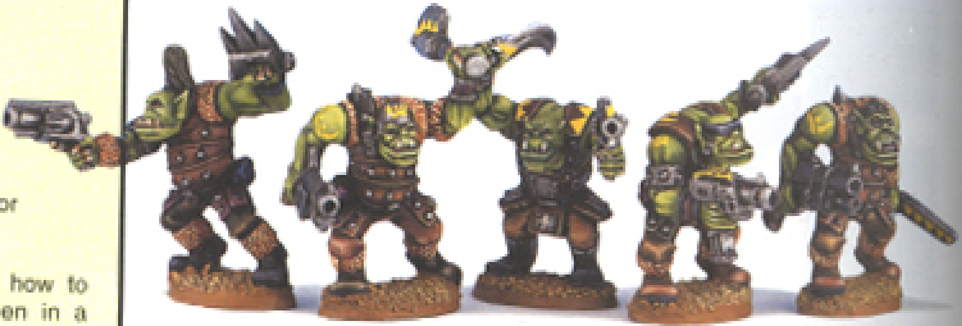
The mob on this page has a very different colour scheme to that on the previous pages. With this mob we've again used bolt gun metal as a base colour. For patterning and Orky glyphs we've chosen a bold, bright yellow.

ASSEMBLING YOUR MODELS

Models in the Gorkamorka box are made from plastic and must be removed carefully from their sprues using a sharp modelling knife, or preferably, a pair of clippers.

More detailed instructions on how to assemble the models are given in a separate leaflet. Models may need some cleaning up with a small file or an emery board to remove any unwanted bits of plastic. When you've done this you can stick the parts together with polystyrene cement.

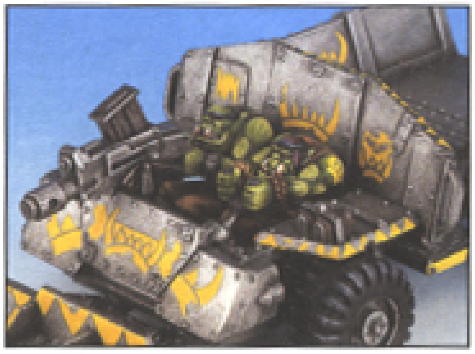


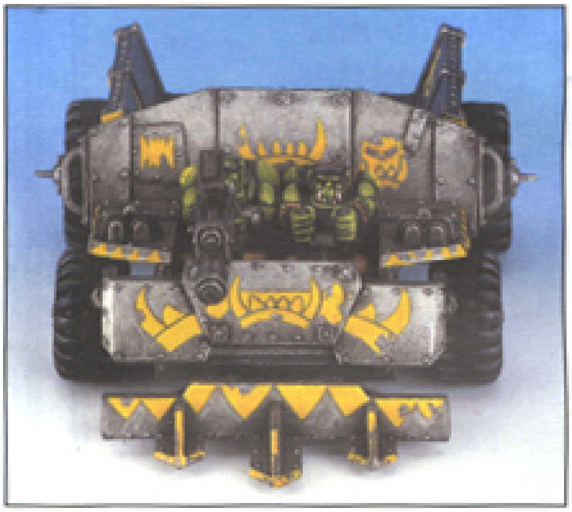


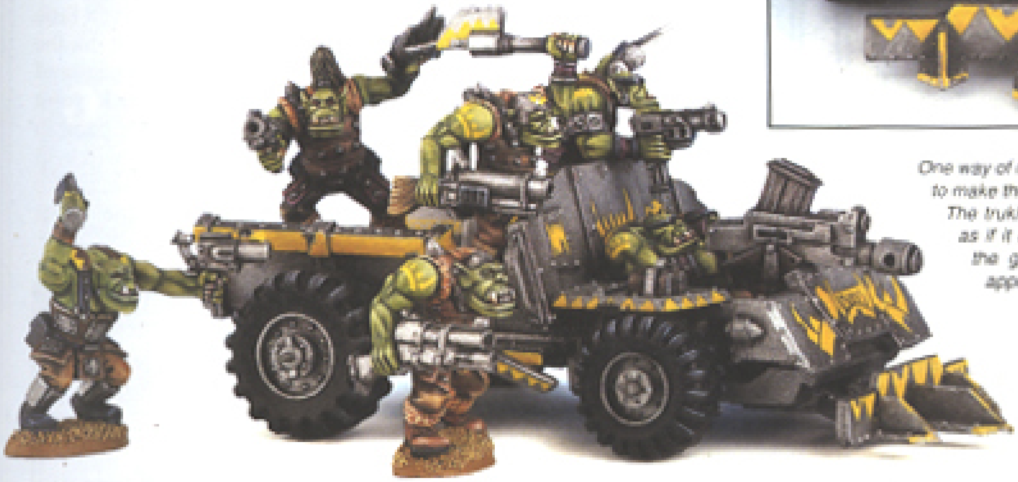
Above: If you're going to use very bright colours when painting your models, then one good tip to bear in mind is that bright colours always stand out more if the rest of the model is painted in neutral colours. The clothing of the Orks pictured above has been painted using neutral browns, which makes the bright yellow of their patterning and tattoos look really vibrant.

Right: When choosing a colour scheme for your Orks, remember that Orks are a savage, brutal race. Their clothing is simple and practical, being made from leathers, furs and animal hides, whilst the tattoos they bear are meant to be intimidating, depicting skulls, fangs, lightning flashes and so on.

This trukk has been decorated with lots of bright, flashy patterns and Orky glyphs. Morkers take great pride in their vehicles and constantly try to outdo rival mobs by making their buggies and traks the snazziest vehicles around. Morkers prefer colours such as red and yellow.







One way of making your vehicles look distinctive is to make them appear beaten up and battle-worn. The trukk shown here has been made to look as if it has been in a few battles by painting the glyphs and other decoration so they appear chipped and worn.

Gorkers and Morkers shoot it out in a battle to control an abandoned fort.

CITADEL FINE DETAIL BRUSH

SHADING AND HIGHLIGHTING

Shading is the process of adding darker colours to the recesses of the model to represent shadows. It creates a sense of depth, emphasising the natural detail of the miniature. Citadel washes are designed for shading over Citadel paints. They are semi-transparent tints of colour rather like inks.

It's also possible to shade with Citadel paint, as long as you add plenty of water to achieve the consistency and effect of washes. All of Citadel's paints and washes can be intermixed to produce any colour.

Highlights are raised areas where light catches and brightens a colour. They can be produced by using a lighter shade of the original colour or, if you're using a very pale colour, with white. Mix up a lighter colour using the original base colour and some white. Carefully pick out the raised details with the highlight colour using a fine brush.

VARNISHING

Once you've finished painting your models it's a good idea to protect them from the knocks they will undoubtedly get when you're gaming by adding a coat of varnish.

CITADEL MINIATURES
VARNISH
MATT

There's nothing more frustrating than seeing your carefully painted models get chipped and scratched as you play. Most gamers use matt spray varnish because it doesn't affect the look of the models.

Gloss varnish provides a tougher finish but has a very shiny look to it. Some painters apply gloss first, wait for it to dry and then add a coat of matt to get the best of both worlds.

PAINTING GUIDE

CITADEL COLOUR

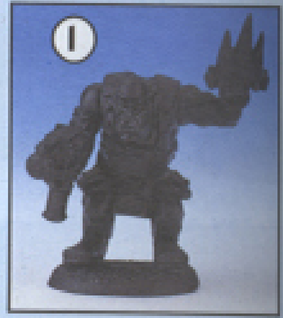
This painting guide shows you in easy-to-follow steps how to paint your models. Bear in mind that each example shows only one model and obviously you'll have several to paint. It's far easier to paint a few of each type at once, completing every step on all the models before painting the next colour.

Make sure you wait until the undercoat is dry before you move onto the painting. It is better to mix a little water with your paint before you apply it to the model. This helps the paint run into the cracks and crevices of the miniature and prevents thick paint obscuring the fine detail. Always transfer your paint to a palette before you add it to the model. This will help you get the right consistency of paint and allows you to mix colours without contaminating the pots themselves.

PAINTING YOUR ORKS

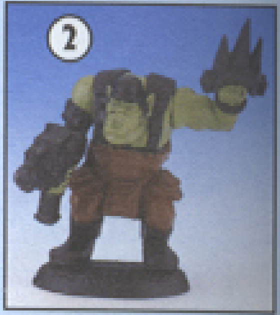
Once you've assembled your models you'll need to undercoat them. You can either use a spray undercoat (we've used black spray in our example opposite) or slightly watered down black paint applied with a brush.

Either way, you want to apply an even layer of paint over the whole of the model, including its base.



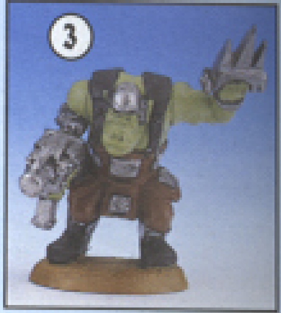
The next stage is to add the basic colours to your models. Paint the Ork's flesh green and paint his trousers and torso brown. Leave the armour and leather straps black.

Paint each colour on all the models before moving on to the next shade. This will save you lots of time washing out brushes and waiting for colours to dry.

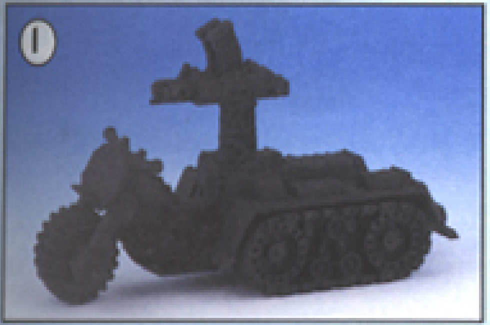


The final stage is to use silver paint to pick out all the metallic objects the Orks wear or carry, including small details like armbands, studs on clothing and metal plating around the Orks' boots.

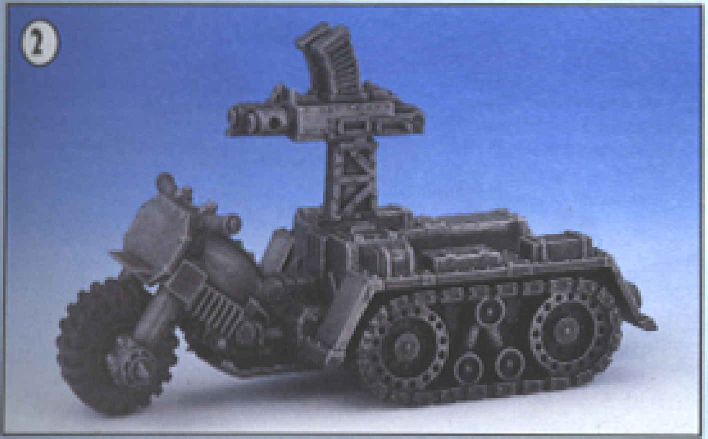
We've painted the Ork's base in a light brown colour to match our wargames table. You can either leave it at that, or apply texture to the base, following the instructions on the facing page.



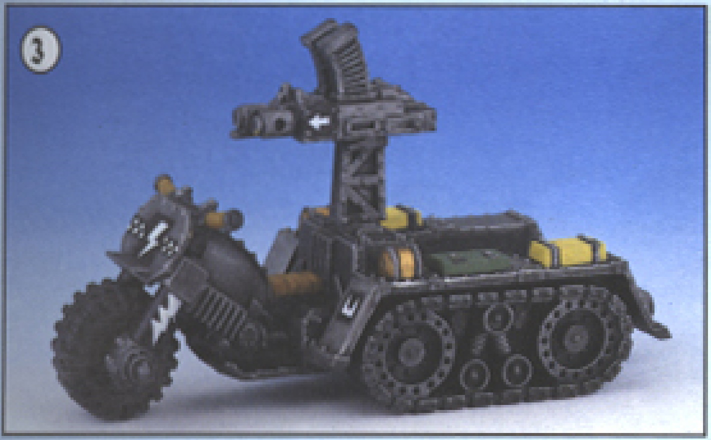
PAINTING VEHICLES



When painting your Gorkamorka vehicles, it's best to apply a black undercoat. Make sure you leave them to dry thoroughly before moving on to the next stage.



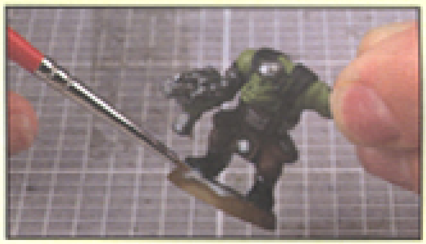
Next apply a metallic base coat. *Drybrushing* is the name for a process that is easy to get the hang of and quickly brings out the detail of your models. Using a big brush, dip it in to a pot of silver paint then wipe it off on a paper tissue until it appears dry! Then lightly draw your brush back and forth over the model. Silver paint will begin to slowly build up on the raised areas of detail. Continue brushing until you're happy with the colour. Dip your brush back in the silver paint and repeat the process when the colour begins to run out.



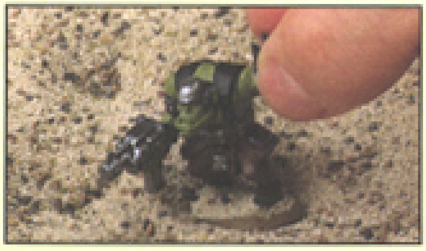
The vehicle is now ready for you to paint details like handle bars, seats, tyres, boxes and anything else you don't wish to leave metallic. Once all the paint is dry, you can add any transfers.

BASING

Flock or sand are both great to add some texture to your bases. Flock is fine coloured sawdust chippings that you glue straight onto your model and comes in several different colours. Sand gives a different look but needs to be painted to finish off the base.

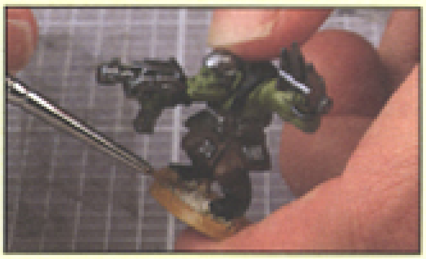


To add a textured base to your model, first paint the top surface of the base with some watered-down PVA glue. Be careful not to get any glue on the rest of the model.



Whilst the glue is still wet, dip the base into some sand, lift it out, and then gently shake off any excess.

It's helpful to put some sand in a shallow box lid or other container, ready for this stage of the basing process.

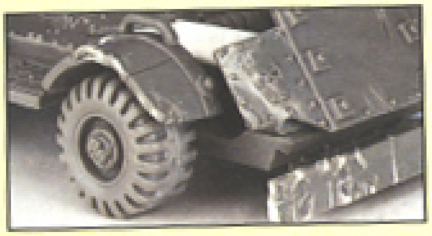


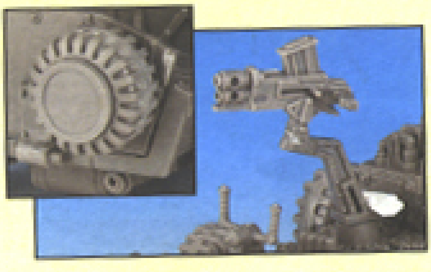
To finish off the base, paint it in the desired colour. As with painting your models, each stage of the basing can be done on several Orks at once to save time.

DA MEKBOY WORKSHOP

One of the best things about Gorkamorka is that you can approach building up your vehicles just like a Mekboy. Orks bash their vehicles together out of bits of scrap so you can just dive in and glue yours together with a cheerful disregard for the usual niceties of painstakingly assembling your models.

This also means that converting your vehicles by changing guns and adding on extra gubbins like wrecker balls is really easy. Building Orky vehicles like this gives your mob that really personal touch and means that no two models will ever look the same.





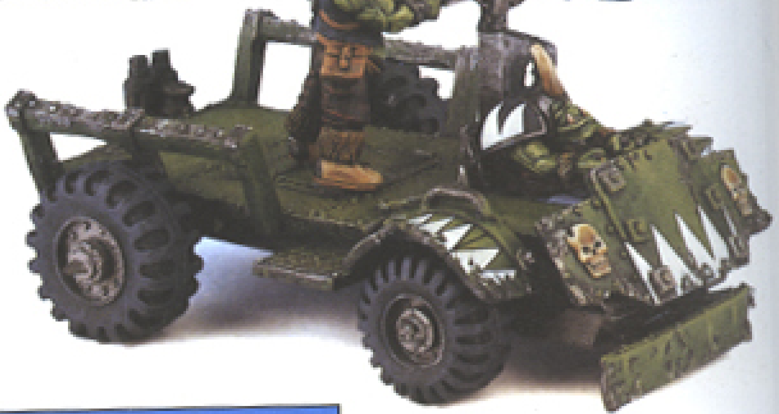
Converting a model is really just the process of adding bits to or taking bits away from the original kit. Many keen modellers find they start to acquire lots of spare bits of scrap which can be kept in a 'bits box' and used for all kinds of modelling projects.

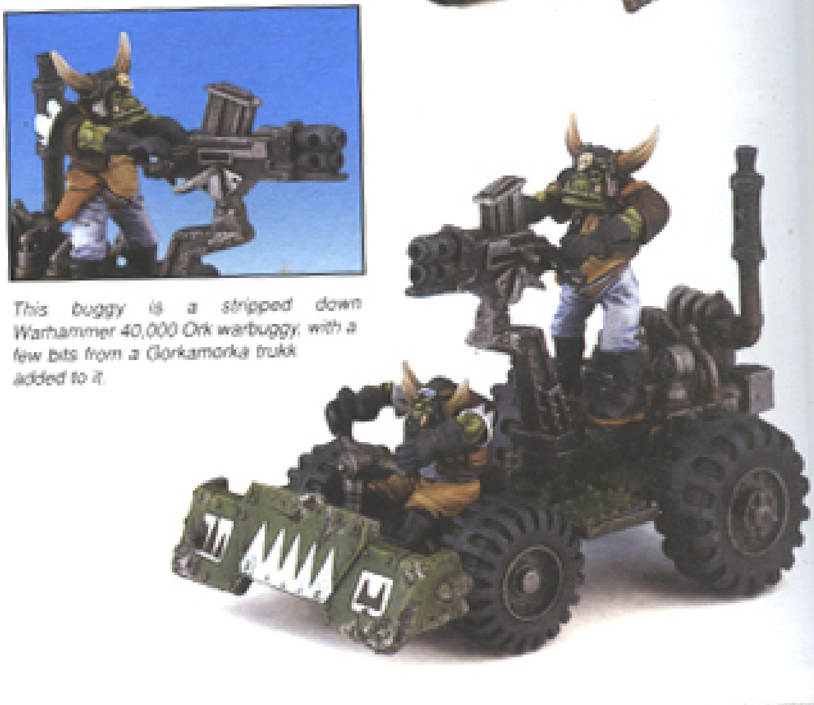
The pictures above show what can be done by just using a craft knife to scrape away bits of plastic and make your vehicles look battle damaged and riddled with bullet holes.

CONVERTING YOUR MODELS

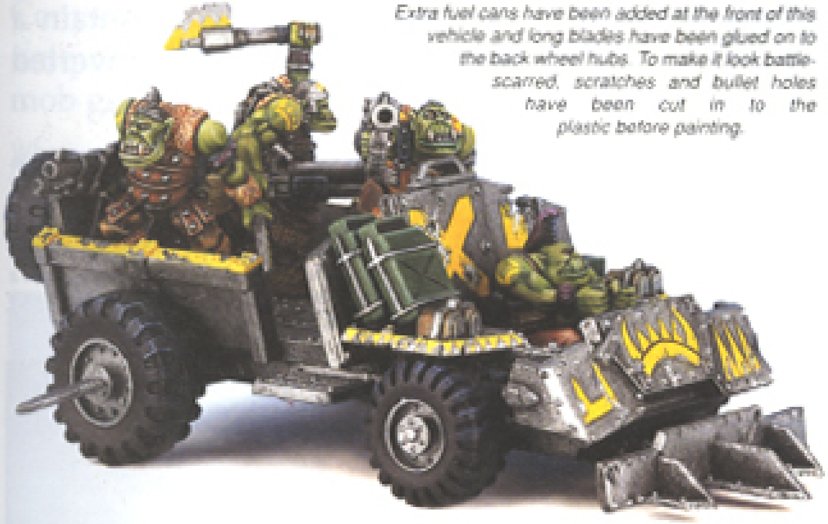
As you fight more battles you can add extra warriors and vehicles to your mob. You'll soon need *kustomised* weapons, *gubbins* for your vehicles, and then you can start getting into *da pinnerkal* of the Mekboyz' art by converting your weapons and vehicles.

Below: This model has been made using parts from a standard Gorkamorka trukk kit, with additional parts like the wheelguards and the front armour plating taken from a Warhammer 40,000 Ork Warbuggy kit.

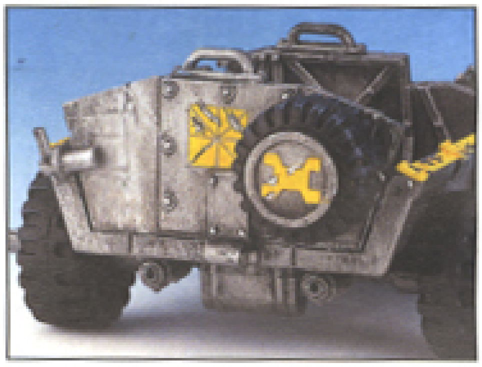




This buggy is a stripped down Warhammer 40,000 Ork warbuggy, with a few bits from a Gorkamorka trukk added to it.

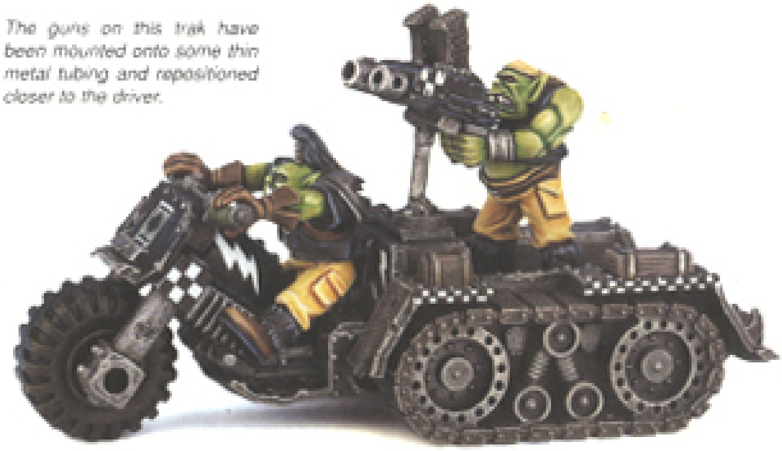


Extra fuel cans have been added at the front of this vehicle and long blades have been glued on to the back wheel hubs. To make it look battle-scarred, scratches and bullet holes have been cut in to the plastic before painting.



Above: Great looking conversions are often achieved using the simplest methods. For instance, it's easy to add spare wheels to the back of trukks. Note the wheel cover in the centre made from a plastic shield.

The guns on this trak have been mounted onto some thin metal tubing and repositioned closer to the driver.



A trukkful of Morkers pulls up alongside a rival Morker trukk, oblivious to the buggy speeding up on its blindside.

MAKING A TABLETOP BATTLEFIELD

Gorkamorka can be played on any reasonably large, flat surface. Even the floor will suffice, but this is usually a recipe for aching backs and sore knees. Playing on a table-top is far better in the long term, preferably in a place where you can leave your games set up permanently.

There are many different ways to create your own battlefield to fight over. All of the examples that we have given are equally valid and perform essentially the same function. Choosing a suitable style of terrain for yourself depends on basic considerations such as how much space you have to play your games in and how much time you want to invest in making the battlefield.

Gamers find all sorts of interesting ways to represent different kinds of terrain, and what you decide is limited only by your imagination.

USING CLOTH AS A GAMING SURFACE

Using a piece of beige cloth to represent a desert world is a quick and convenient way to create basic terrain for your games. It can be draped over books to make hills or you can model your own terrain features to place on top of the cloth.

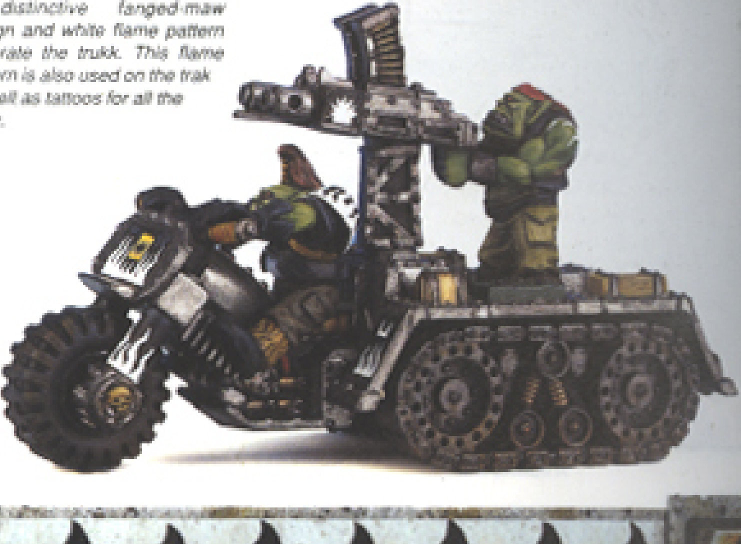
The mob shown on these two pages contain a number of Ork Boyz that have been converted using a mix of plastic and metal models.

Left: This Ork has been modelled up using bits from a variety of metal and plastic Citadel models. The legs and left arm are from a normal plastic Gorkamorka Boy, whilst the upper body is taken from a Warhammer 40,000 Snakebite Ork. The harpoon arm comes from a Necromunda Scaly and the backpack is from a Necromunda ganger.

Right: This Ork Slaver has been created entirely from models designed for other Games Workshop games. Many gamers already have what's known as a 'bits box' that contains all sorts of goodies from years of collecting Citadel models.

Below: The trukk and trak below and the Boyz inside them have been assembled straight from the box without any conversion work done to them.

A distinctive fanged-maw design and white flame pattern decorate the trukk. This flame pattern is also used on the trak as well as tattoos for all the Boyz.



Converting your own models will give you a unique collection which can be added to as your mob gets bigger.

Whether you want to make a model that exactly matches your requirements, or just because you want to have fun making your own Orks from scratch, Games Workshop provides a huge range of Citadel miniatures you can use to create exactly the Ork you're looking for.

Detail of the Ork Nob's backpack

Left and Above: Models from the Warhammer 40,000 Orks range provide loads of useful bits you can use when converting your Gorkamorka Orks.

Right: Grots can be made using bits from the extensive range of Warhammer 40,000 Gretchin.

GAMING BOARDS

Many gamers use an all-purpose flat-surfaced gaming board made from a piece of chipboard, fibre board or polystyrene. All these types of material can be obtained from DIY superstores. Painted the colour of your choice or even flocked to give them texture, they make excellent gaming tables.

As long as you don't buy a piece that's too big, they're easy to store. You can lean them up against a wall or slide them under a bed when not in use. A 4'x4' piece is about the right size to begin with. If you find you need a bigger area, you can buy another piece and place them side by side to make an area 8'x4'.

If you're using chipboard or fibre board, a coat or two of emulsion paint is all it will need to begin with. You can always stir some sand into the paint to give the surface a bit more texture. If you're using polystyrene for your battlefield, you'll need a piece about 1.5" thick, any thinner and it will more than likely break. Polystyrene doesn't take paint very well so it's best to prime it with a layer of watered-down all-purpose filler before you start. This will also give the surface a more textured appearance.

Flock is very fine, coloured wood chippings that can be glued to gaming tables, bits of scenery and model bases. To flock your gaming table, first paint a watered-down layer of PVA glue onto it. Sprinkle it liberally with flock and leave it to dry overnight. Then tip off any excess flock onto some sheets of newspaper to be used again later. To avoid any patchy areas, make sure you paint your table the required colour before you add the flock.

If you're feeling really ambitious, you can make your own purpose built gaming table. Such a table might measure 6'x4', 8'x4' or even bigger. You will need to strengthen the board by screwing wooden battens underneath the outside edges. A couple of battens across the middle will help make it more stable. When the supporting framework is finished, the table can be painted a suitable colour. When in use it can be supported on a couple of smaller tables, or any suitable piece of spare furniture.

GRAVEL

COARSE SAND

FINE SAND

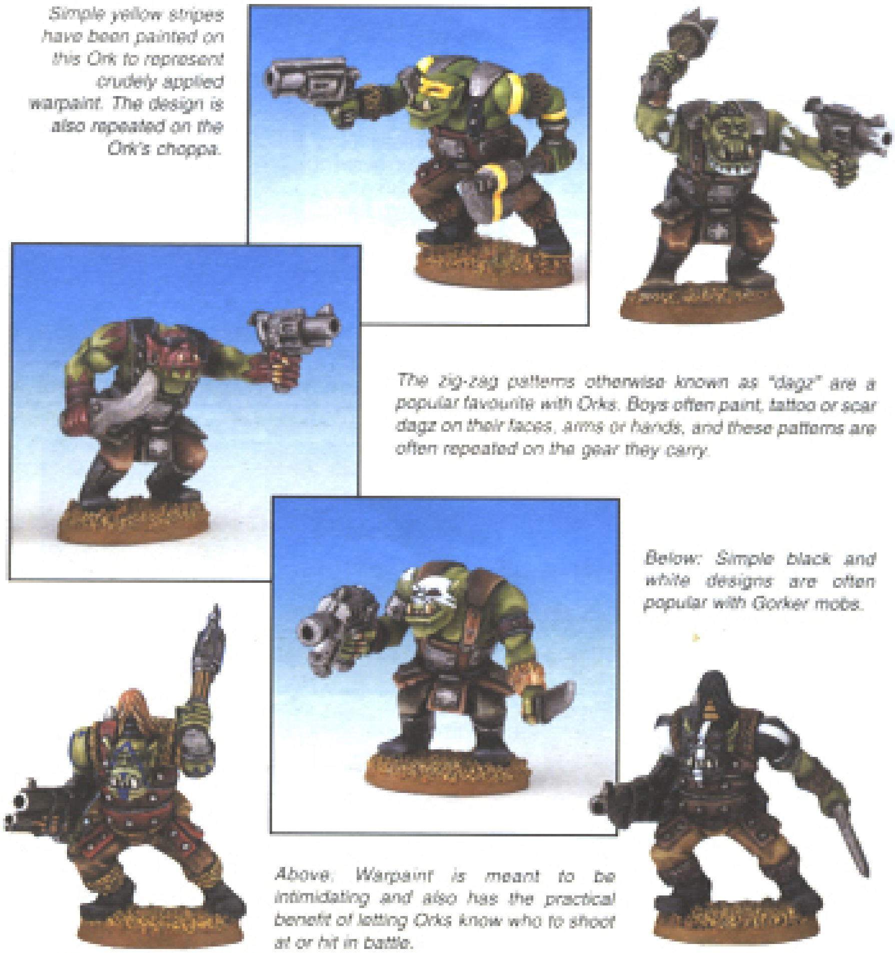
GRANULATED CORK

CITADEL
P.V.A GLUE

PVA GLUE

ORK MARKINGS AND TATTOOS

Orks, being naturally inclined to band together into mobs, go to great lengths to display what mob they belong to using tattoos, war paint and scarring.



Simple yellow stripes have been painted on this Ork to represent crudely applied warpaint. The design is also repeated on the Ork's choppa.

The zig-zag patterns otherwise known as "dagz" are a popular favourite with Orks. Boys often paint, tattoo or scar dagz on their faces, arms or hands, and these patterns are often repeated on the gear they carry.

Below: Simple black and white designs are often popular with Gorker mobs.

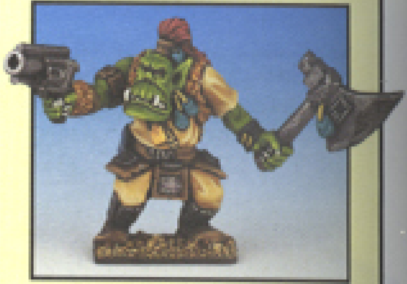
Above: Warpaint is meant to be intimidating and also has the practical benefit of letting Orks know who to shoot at or hit in battle.

Orks often use war paint and tattoos to show their allegiance to Gork or Mork and mob loyalties. War paint is unsubtle – often an Ork simply dips his hands and/or head in a bucket of buggy paint.

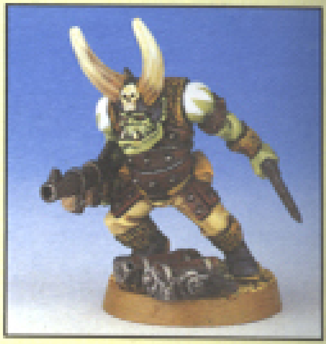
Orks feel little pain from scarring so they scrape off broad strips of their hide over their face and arms or use acids to burn the markings into them. Tattoos are 'applied' with rusty nails and corrosive pigments.

BASING YOUR ORK MODELS

We've chosen to make ourselves a desert gaming table so our Ork bases have the same sandy texture and light brown colour. The small plastic bases supplied in the box were designed specially so you can cram loads of Boyz into your vehicles. However, you can of course experiment using different shapes and materials. Plasticard cut to shape is useful, or Warhammer 40,000 bases can be used for extra stability.



The base for this Ork was made from a small rectangle of plasticard. The Ork itself had the metal tab beneath its feet removed and then the feet were glued to the base.



This Ork is mounted on a circular Warhammer 40,000 slottabase, which has had sand and spare bits of model kit added to it.

THE BATTLEFIELD

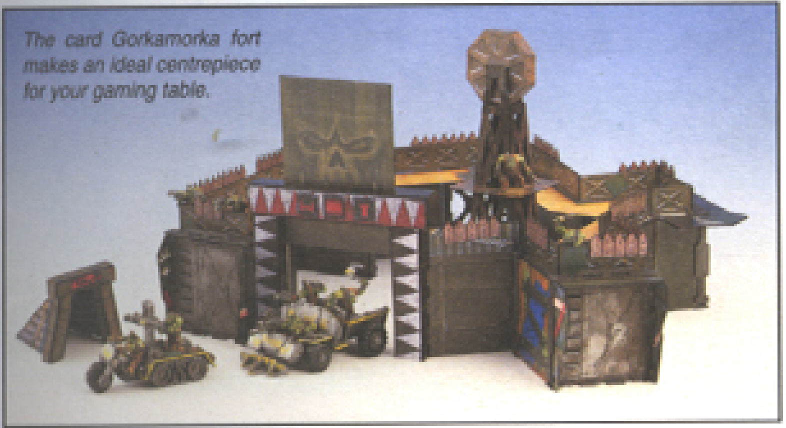
Now you have your gaming table you'll need some battlefield features to add to your games.

Battlefield features add tremendous diversity, inspiration and excitement to your games. We've provided a fort and some battlefield accessories in the box to get you going. However, it's easy to create more terrain without too much effort. This page shows you how to make quick and easy sand dunes or low hills.

With a little modelling and some imagination, all sorts of everyday household items can be made into interesting terrain features. There are thousands of modelling techniques you could use but it's beyond the scope of this book to talk about them in any detail. If you're interested in making more for your battlefield, the handbook called *How To Make Wargames Terrain* is available from any Games Workshop store.

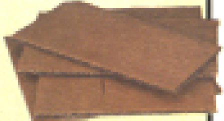
Rocky outcroppings like those pictured above and to the left can be made by just gluing stones and pebbles to a card base, or around roughly-cut pieces of polystyrene.

The barricades and barrels you get inside the box make excellent cover.

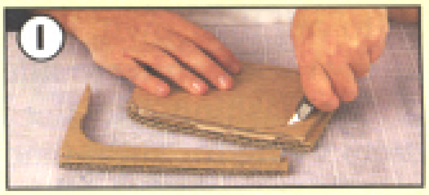


The card Gorkamorka fort makes an ideal centrepiece for your gaming table.

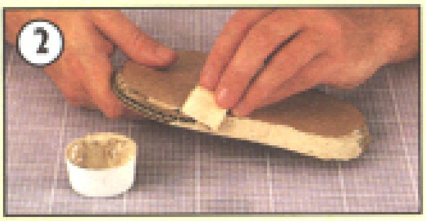
QUICK AND EASY DUNES



Simple yet effective sand dunes can be made using just cardboard, some all-purpose wall filler, PVA glue, and either some sand, flock, or paint in the colour of your choice.

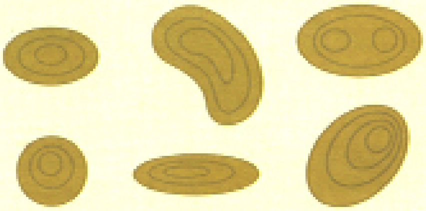


1. First, stick two pieces of card together with PVA glue. When dry, cut a shape out of the card using a craft knife. Repeat this process a few more times, making each new layer smaller than the first, to represent the contours of the dune. See the diagrams below for some example shapes.



2. Use filler to fill in the corrugated edges of the card and give your dune smooth, even sides.

3. Stick all of your hill layers together with PVA glue and leave to dry. Mix an equal amount of sand and PVA glue together in a container and apply the mixture all over your hill to give it a rugged, stony texture. Once dry, you can either paint your hill or apply a layer of flock on top of the sandy surface.



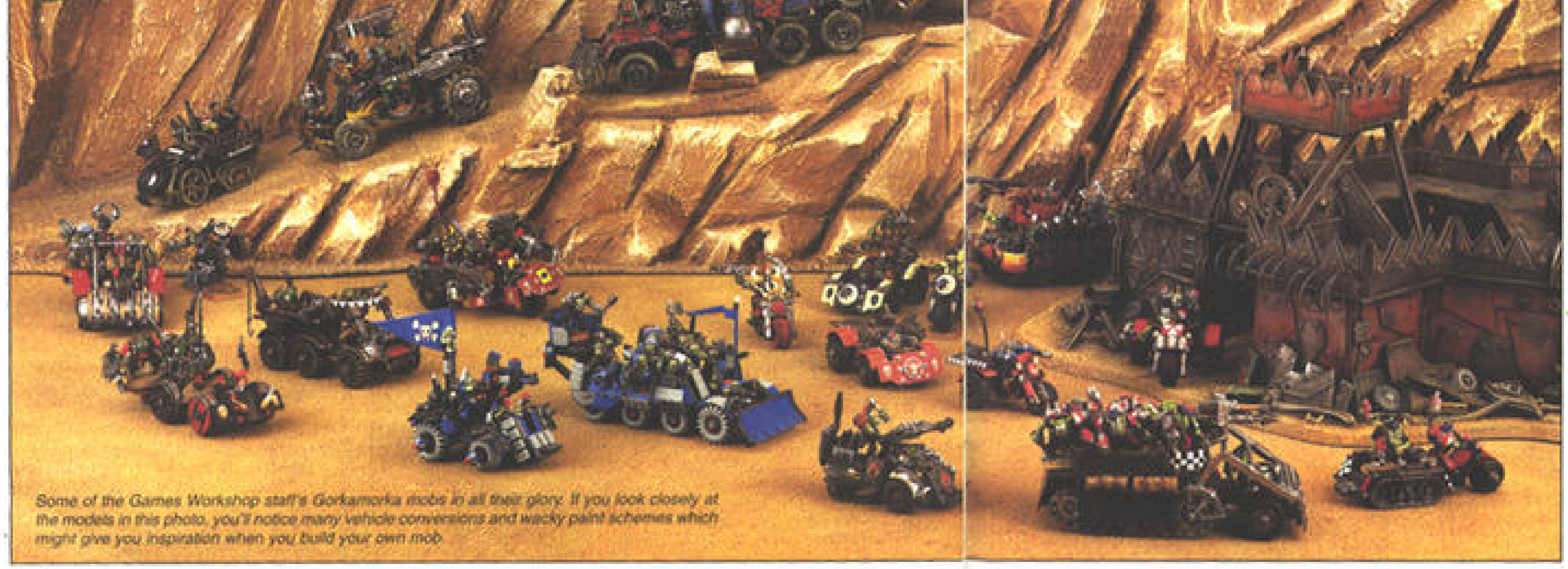
Hills and dunes can be made in all kinds of shapes. Pictured above are a few examples of the shapes we came up with when we made ours.

MEKTOWN'S MOST NOTORIOUS MOBZ

A new project like Gorkamorka is hard to keep secret for long. Soon everybody wanted in on the action, desperate to carve out a piece of Da Skid to call their own. In no time, evenings at Games Workshop were filled with the sounds of mobs clashing and the howls of agonised gamers vying for supremacy.

GORKA
MORKA

Left: We've made ourselves a Gorkamorka wall chart to keep track of who was winning the battle to become the hardest mob in Mektown. You can do the same if you and your friends are running a campaign. All you need are enough small bits of card with the names and mob ratings of all the players written on them, and a larger piece of cardboard to slot the smaller cards into. As mob ratings change, just reposition the cards on the chart, with the toughest mob at the top, working down to the weakest mob at the bottom.



Some of the Games Workshop staff's Gorkamorka mobs in all their glory. If you look closely at the models in this photo, you'll notice many vehicle conversions and wacky paint schemes which might give you inspiration when you build your own mob.

1
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Above: The members of our Gorkamorka campaign. Right ladz, let's see those teef...

MEKTOWN MOBZ

In order of 'ardness, those who took part in the first Gorkamorka campaign are:

1. Nick Davis: The top dogs of Mektown are Da Red Arrer Boyz, led by their notorious Nob, known as *Da Manager*. The mob roared into Mektown late in the day, but wasted no time in showing Da Spike Boyz who was boss.

2. Gavin Thorpe: Da Spike Boyz have hit upon bad times in Mektown after Da Red Arrer Boyz stole their thunder. But Nob Nazgit isn't about to settle for second best, and is already planning his revenge.

3. Andy Kettlewell: Da Skull Splitterz, led by Nob Grotgrod, are a rarity in Mektown, as Grotgrod is a Slaver. They also boast Smirkin, the hardest Grot in Mektown.

4. Mark Saunders: Speedzta's Geezaz are absolute speed freaks, and what's worse, they don't fight fair, often running away loaded up with scrap when the enemy aren't looking.

5. Andrew Sharman: Madot Goskar, boss Nob of the Mad Hatz mob, is generally thought to *'av a skroo loose'*. Many worry about a Nob who rewards his ladz with hats instead of teef...

6. Adrian Wood: Da Nutty Boyz are exactly that – stark raving mad. The whole mob rides into battle aboard *Da Bus*, chanting: *'Weez all goin' on a hit n' run holiday'*.

7. Andy Banks: The other mobs believe the Choppa Sqeod are distinctly un-Orky, due to their bizarre habit of camouflaging their vehicles.

8. Andy Chambers: Burzuruk and his Badboyz started badly, but are now notorious hit-and-run merchants, using a battered old trukk to full effect.

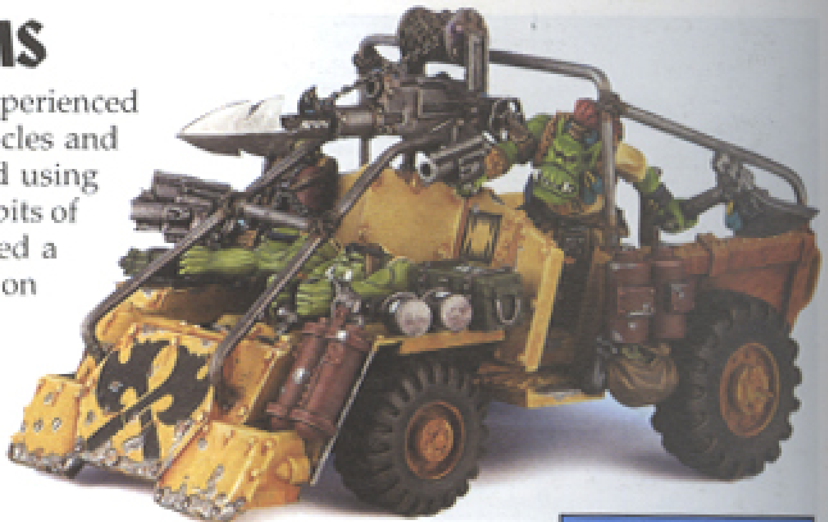
9. David Owen-Meller: Da Skidz, led by Skidney Pwateeay, suffered a lot of head wounds in recent battles. Many of Pwateeay's Boyz are now more than a little unhinged and the Nob has taken to calling his suit of 'eavy armour *Mr Boiler Plate*.

10. Ian Pickstock: Recent newcomers to Mektown, Grishnak's Gitz suffered a leadership crisis early on, leaving the mob's previous Nob Crazygutz an invalid.

11. Luca Miselli: The sad story of the Evil Davidsunz is a lesson to all. The mob narrowly escaped total wipeout in its first outing, and now the other mobs are placing bets on who will be the first to completely annihilate it.

KRUKSKUL'S KRIMS

This is an example of a fairly experienced Gorkamorka mob. All of the vehicles and Boyz have been heavily converted using all manner of materials and spare bits of Citadel miniatures. We've provided a mob roster for Krukskul's Krims on the opposite page.



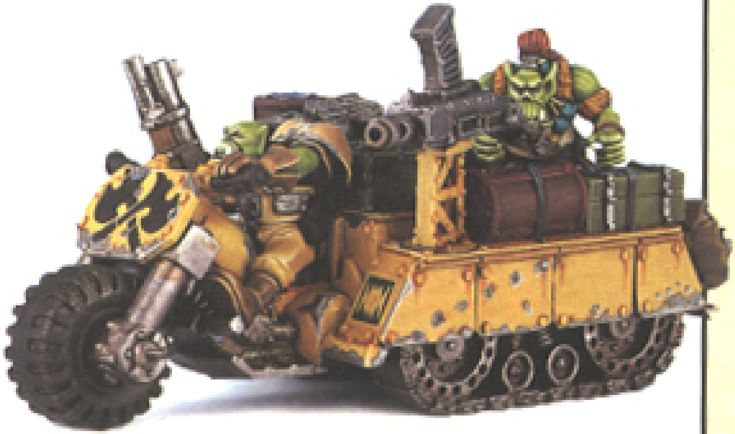
Above: The roll cage on this trukk has been made using brass tubing, whilst the tip of the harpoon gun is actually the speartip of a Warhammer Orc Boarboy. Notice also the amount of extra canisters, sacks and boxes that have been added to the trukk.

The crossed choppas is the mob symbol of Krukskul's Krims, and features prominently on all their vehicles.

Nob Krukskul, like all of the Boyz in this mob, has been converted using the upper body of a Warhammer 40,000 Boarboy, and the legs of a normal plastic Gorkamorka boy.

Ork Boy Skinna

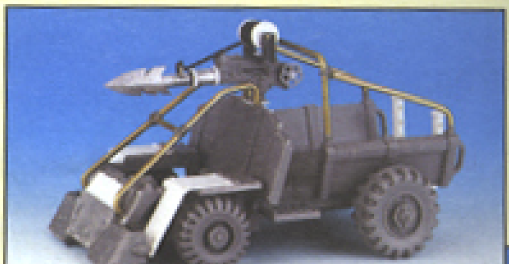
Ork Boy Grizlob

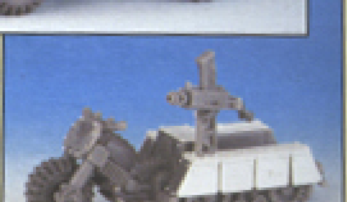


The heavy shoota turret on this trak has been repositioned closer to the driver, and armour plating made from small squares of plasticard has been added over each trak.

IN THE BEGINNING

So that you can get a better idea of just how much conversion work has gone into the vehicles on this page, the pictures below show you exactly how they looked before they were painted.





White areas on the vehicles have been made using plasticard cut to the right shapes.

GORKAMORKA™

MOB NAME: Krukskul's Krims

MOB RATING: 187

TEEF HOARD: 0 teef

NAME	M	WS	BS	S	T	W	I	A	Ld	WEAPONS, SKILLS AND INJURIES	Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo	Notes	COST	EXP.
Krukskul (Nob)	4	5	4	4	4	2	3	1	8	Shoota, Choppa, Gotcha skill	12	18	+1	-	3	0	1	4+		15	144
Blagmek (Spanner)	4	3	3	3	4	1	2	1	7	(Driver of 'Dredweelz') Kannon, Chest Wound	4	18	-	-1	4	0	1	4+	Knockback	9	81
Rotmek (Spanner)	4	3	3	3	4	1	2	1	7	(Driver of 'Da Kruktrak') Frag Stikkbombz	-	-	-	-	3	-1	1	Auto	Blast marker	9	78
Krag (Boy)	4	3	4	3	5	1	3	1	8	(Gunner for 'Dredweelz') Shoota	12	18	+1	-	3	0	1	4+		7	63
Gorbog (Boy)	4	3	4	3	4	1	2	1	7	(Gunner for 'Da Kruktrak') Six Shoota, Choppa	6	12	+1	-	3	0	1	4+	1 Sus. Fire dice. 1 turn to reload	8	40
Shadok (Boy)	4	3	2	3	4	1	4	1	7	2 Six Shootas, 'Ard as Nails & Headlong Leap skills	6	12	+1	-	3	0	1	4+	1 Sus. Fire dice. 1 turn to reload	7	44
Skinna (Boy)	4	3	3	3	4	1	2	1	7	Slugga, Choppa, Waaagh skill	6	12	+1	-	3	0	1	4+		8	38
Grizlob (Boy)	4	2	3	3	5	2	2	1	7	Kannon, Choppa	4	18	-	-1	4	0	1	4+	Knockback	7	23

A mob must consist of at least three models, including one Nob. No more than half of the Orks may be Yoofs. No more than half of the mob may be Grots.

The mob rating is the total experience divided by ten, plus the total cost of the warriors and their vehicles.

TOTAL POINTS COST AND EXPERIENCE: 135 inc. vehicles | 511

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VEHICLE TYPE: Trukk **NAME:** Dredweelz **COST:** 27
DRIVER: Blagmek **SPANNER:** Blagmek

Score	Armour	Location/Damage	Score	Armour	Location/Damage
1	8	Crew	4	10	Engines
2	8	Fixed Weapon	5	8	Driver
3	8	Wheel/Track	6	10	Engines

FIXED WEAPON TYPE: Harpoon Gun **GUNNER:** Krag

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes
12	18	-	-1	D6+2	-2	D3	4+	

KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:

VEHICLE TYPE: Trak **NAME:** Da Kruktrak **COST:** 38
DRIVER: Rotmek **SPANNER:** Rotmek

Score	Armour	Location/Damage	Score	Armour	Location/Damage
1	8	Crew	4	8	Gubbins
2	8	Fixed Weapon	5	8	Driver
3	8	Wheel/Track	6	10	Engines

FIXED WEAPON TYPE: 'EavyShoota **GUNNER:** Gorbog

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes
20	40	-	-	5	-2	1	4+	2 Sus. Fire dice

KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:
Extra Armour Plates 2

VEHICLE TYPE: **NAME:** **COST:**
DRIVER: **SPANNER:**

Score	Armour	Location/Damage	Score	Armour	Location/Damage
1			4		
2			5		
3			6		

FIXED WEAPON TYPE: **GUNNER:**

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes

KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:

VEHICLE TYPE: **NAME:** **COST:**
DRIVER: **SPANNER:**

Score	Armour	Location/Damage	Score	Armour	Location/Damage
			4		

FIXED WEAPON TYPE: **GUNNER:**

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes

KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:

CAMPAIGNS

While you can just fight one-off games, the most entertaining part of Gorkamorka is campaigning with a mob over a period of time. This gives you the opportunity to watch your mob develop, to see old warriors gain new skills while new warriors join and the mob grows ever more infamous. This section explains how the Campaign rules allow a mob to progress from modest and obscure origins, to power, glory and more teef and janglies than you can shake a squig at.

STARTING THE CAMPAIGN

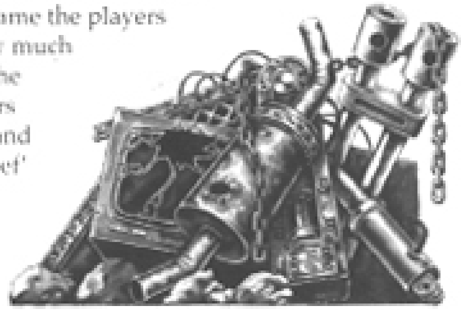
To start a campaign you'll need at least two players and preferably three or more. The more players, the better! Each player can have more than one mob, but our experience is that players prefer to run one at a time as this allows each mob to fight the most games in as short a time as possible.

Mobs come from the deserts around the Skid, often quite a way from Mektown. They usually find a rich seam of scrap and establish a fortified camp over it. The mob sets to work mining the scrap and while the mine is being worked the Boyz scour the surrounding desert looking for surface scrap, and fighting off rival mobs. Once in a while the Nob takes some of the Boyz into Mektown to trade in their loot. This gives each mob a certain amount of income, which they can spend on recruitment, more gunz, supplies, vehicles, kustom jobs and whatever else the Nob takes a fancy to.

You can start the campaign as soon as two players have recruited their mobs. New players can join the campaign at any time thereafter. Although new mobs will be less developed they will soon learn new skills. As you will see, fighting more powerful mobs will enable a new mob to develop quickly.

PLAYING THE CAMPAIGN

To start the campaign, two players simply take their mobs and select one of the scenarios to fight (see the Scenarios section). At the end of each game the players work out how much 'experience' the mob's warriors have earned and how many 'teef' the mob collects by trading.



Experience is represented by *Experience points* which individual warriors receive for surviving each game and doing particularly well in the fighting. This is covered in detail later in the Experience section. When a warrior has sufficient Experience points he receives an 'advance'. An advance might improve his characteristic profile, adding to his WS, BS, S etc, or it might be a special skill such as *Headlong Leap* or *'Ard as Nails*.

Teef are collected after each game and added to the gang's teef hoard. This represents the profits earned by the mob after taking into account living expenses and the cost of replacing ammunition and damaged weapons. You can spend the stash on recruiting more warriors, buying new weapons or going to the Meks, as explained in the Mektown section.

"We won! We's da 'ardest, dem uvver lads is ded gurly!" crowed Gilrat, Nob of Da Deffbringaz.

"Um, Boss?" It was Nagstik, one of the younger Orks, who spoke.

"Yer? Worrizit?"

"It's me arm, boss. I fink I 'urt it."

"Woddyer mean? Yoo fink yoo 'urt it?"

"Well I can't tell fer sure, boss, 'cos I can't find it. It ain't on da buggy, an' none of da uvver lads 'as got it." The young Ork looked thoroughly miserable.

"'Onestly. I turns me back fer a moment and yer start losin' fings. Well yoo got a choice, yoo can go ter da Doc's or yoo can go wivout."

Nagstik looked around at the others. Somehow he couldn't help remembering poor old Skroga who had been shot in the chest – he was never quite the same after the Doc had cut off both his legs.

"Akcherly boss, I reckon it ain't too bad wiv one arm, I'll be lighter on me feet, like. Squeeze froo narrer gaps, dat kind of fing."

"Dat's me boy!" beamed Gilrat.

THE MOB RATING

Each mob has a mob rating – the higher the rating the better the mob. The mob rating is simply the total cost to recruit and arm all the warriors and vehicles in the mob, plus their total Experience points divided by 10.

MOB RATING =

COST OF WARRIORS AND VEHICLES
+ (EXPERIENCE÷10 rounding up)

A mob's rating will change after every game because surviving warriors will gain extra experience, warriors might be killed, new warriors added, or you could add to the value of warriors by buying new weaponry, kustomisin' etc. Hopefully your mob rating will go up, signifying your gang's increasing power!

The player whose mob has the highest mob rating is winning the campaign – his mob is top of the heap and its leader is the most feared and respected in the area.

A mob cannot win a campaign in any outright sense, but sometimes one mob rises so far above the rest that no-one is prepared to come out and fight it. If this happens then the player can retire the mob (it moves on to more dangerous and profitable territories) and start a new one.

SERIOUS INJURIES

In a fight some warriors will go out of action and are removed from play. During the game it doesn't matter whether a warrior who goes out of action is dead, unconscious, or badly injured – in terms of the game he is no longer capable of fighting and that is all that matters.

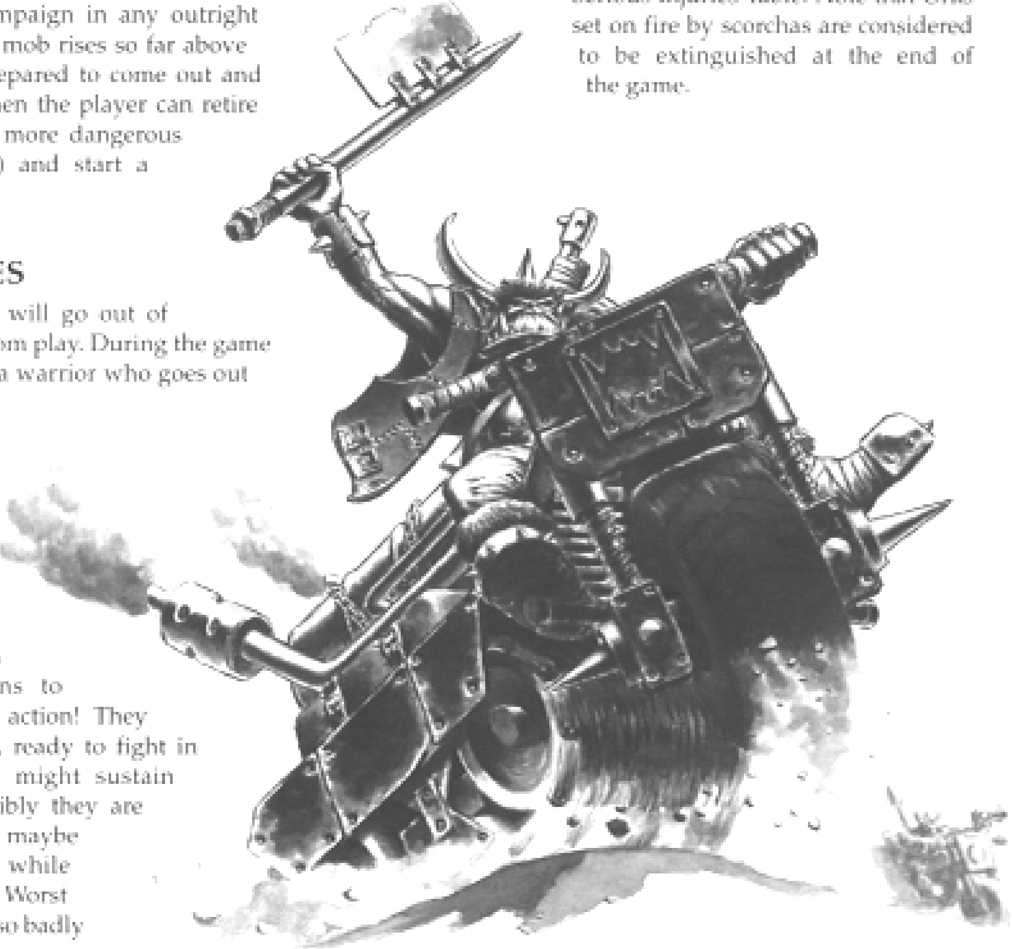
When you are playing a campaign it matters a great deal what happens to warriors who go out of action! They might recover completely, ready to fight in the next battle, or they might sustain debilitating injuries. Possibly they are captured by the enemy, or maybe they have to spend a while recovering their strength. Worst of all they might die or be so badly injured they have to retire.

To find out what happens to warriors who go out of action roll two dice and consult the Serious Injuries Table. The first dice roll represents 'tens' and the second 'units' so a roll of 1 and 5 is 15, a roll of 3 and 6 is 36, and so on. This type of dice roll is referred to as a D66 roll.

You will notice that the Serious Injuries Table doesn't just include serious injuries, it covers a whole range of things that might befall your warrior. Bear in mind that only warriors who go out of action are obliged to roll on this table. Warriors that suffer flesh wounds do not sustain serious injuries and will always recover fully in time for the next battle.

WARRIORS DOWN AT THE END OF A GAME

In addition to warriors who go out of action during the game, warriors who are down at the end of a game may also go out of action. Roll a D6 for each warrior who is down when the game ends. On a D6 roll of a 4-6 the warrior recovers without further effect. On a 1-3 he goes out of action and must roll on the Serious Injuries Table. Note that Orks set on fire by scorchas are considered to be extinguished at the end of the game.



SERIOUS INJURIES TABLE

11-15 DEAD

The warrior is killed in action and his body abandoned to the all-consuming sands of the desert. All the weapons and equipment carried by the warrior are lost; remove him from the mob roster.

16 MULTIPLE INJURIES

The warrior is not dead but has suffered many serious wounds. Roll a further D6 times on this table. Re-roll any 'Dead, 'Full Recovery' and further 'Multiple Injuries' results. Re-roll duplicate results of 'Captured' and 'Bitter Enmity'.

21 CHEST WOUND

The warrior has been badly wounded in the chest. He recovers, but is weakened by the injury and his Toughness characteristic is reduced by -1.

22 LEG WOUND

The warrior has smashed a leg. He recovers from his injuries but he can no longer move as quickly. The warrior's Movement characteristic is reduced by -1. Randomly determine which leg has been hurt.

23 ARM WOUND

The warrior's arm has been significantly mangled. Although he recovers from his injury his strength is permanently reduced as a result. The warrior's Strength characteristic is reduced by -1 when using that arm. Randomly determine which arm has been hit. Bear in mind that most hand-to-hand weapons use the fighter's own Strength, eg clubs, knives etc.

24-26 HEAD WOUND

A serious head injury leaves the warrior somewhat unhinged. At the start of each game roll a D6 to determine how he is affected. On a 1-3 the warrior is dazed and confused – he is affected by the rules for *stupidity*. On a roll of 4-6 the warrior is enraged and uncontrollable – he is affected by the rules for *frenzy*. These are found in Da Clevver Stuff section of Da Roolz.

31 BLINDED IN ONE EYE

The warrior survives but loses the sight in one eye, randomly determine which one. A warrior with only one eye has his Ballistic Skill reduced by -1. If the warrior is subsequently blinded in his remaining good eye then he must retire from the gang and suffers the humiliating fate of begging for scraps in Mektown to survive.

32 GOBSMACKED

The warrior survives but gets a handful of teef knocked out! The warrior loses D6 teef – which are nicked by the opposing mob and added to their teef income. If the warrior loses 4 or more teef he suffers -1 from his Leadership characteristic as he loses respect from his comrades, and frankly is somewhat embarrassed himself.

33-35 OLD BATTLE WOUND

The warrior recovers but his old wound sometimes affects his health ("It's a bit gippy"). Roll a D6 before each game. On the roll of a 1 the warrior's old wound is playing up and he is unable to take part in the forthcoming battle. Remember that a driver or gunner can be automatically ousted from their position if they miss a fight.

36-55 FULL RECOVERY

The warrior has been knocked unconscious or suffers a mildly incapacitating wound from which he makes a full recovery.

56 BITTER ENMITY

Although he makes a full physical recovery, the warrior has been scarred by his experiences. He develops a bitter enmity for the mob that was responsible for his injury. From now on, the warrior is affected by the rules for Hatred towards the following (roll a D6):

1-2 The individual warrior who inflicted the injury (if unknown, the mob's Nob).
3-4 The Nob of the mob who inflicted the injury.
5 The entire mob responsible for his injury.
6 All mobs from the same faction (Gorkers or Morkers) as the mob that inflicted his injury. If the same faction as the fighter, roll again.

61-63 CAPTURED

The warrior regains consciousness to find himself held captive by the opposing mob. Captives may be exchanged, ransomed back or put to work in the scrap mine. If both mobs hold captives then they must be exchanged on a one-for-one basis, starting with warriors of the highest value. Any remaining captives must be ransomed back to their own mob if the player is willing to pay the captor's asking price. There is no fixed value for ransom – it is a matter for the players to decide for themselves.

Finally, warriors who are neither exchanged or ransomed may be put to work in the mine if the capturing mob includes a Slaver, earning a bonus on productivity. Captives who are exchanged or ransomed retain all of their weapons and equipment; if captives are put to work in the mine their weaponry and equipment is kept by the captors. A mob can attempt to liberate its captured fighters, as detailed in the Scenarios section.

64-65 IMPRESSIVE SCARS

The warrior recovers and is left with impressive scars as testament to how hard he is. Add +1 to the fighter's Leadership characteristic. If a warrior gets further impressive scars later these will also improve his Leadership characteristic as he looks more and more the ideal scarred Ork warrior. However, note that Orks have a maximum Leadership of 9, regardless of the source of the advance.

66 SURVIVES AGAINST THE ODDS

The warrior regains consciousness alone in the desert, given up for dead by his companions and overlooked by his enemies. Despite his injuries he makes his way back home, fighting off muties, whip scorpions and other horrors, overcoming the endless dangers of the desert (and the nightmare stalkers of the night). He recovers fully and his remarkable survival earns him an additional D6 Experience points.

CRIPPLED VEHICLES

Just as the mob's warriors may be seriously injured in a fight, a mob's vehicles might fall prey to the enemy as well. Spannerz are experts at salvaging vehicles, cobbling together spare parts and fixing most damage, but they can't rebuild a pile of mangled wreckage! If a vehicle explodes or is immobilised during a game it may be permanently damaged.

Any vehicle which suffers an engine explosion is always crippled and has to roll on the Vehicle Permanent Damage Table (see over the page) at the end of the battle. Any vehicle which is immobilised during a game may become crippled and have to roll on the table, especially if it is abandoned because the mob owning it has to bottle out. A vehicle which has no crew or driver at the end of the battle counts as being immobilised.

Roll a D6 for each immobilised vehicle at the end of the game: on a roll of 1 it counts as being crippled, on a 2 or more the mob salvages it successfully and repairs it fully in time for the next game. If the mob owning the vehicle bottled out, the vehicle counts as being crippled on a roll of 1-3 on a D6, and on a 4 or more is recovered and fully repaired. Roll for the fate of any crippled vehicles on the table over the page. Note that fixed weapons and gubbins will be repaired at the same time.

GETTING IT FIXED

Permanent damage suffered by a vehicle can be fixed by a Mek. Treat this in the same way as going to the Meks to get the vehicle kustomised (see later). Each piece of permanent damage is a separate job and costs D6 teef. On a "Job's a Good 'Un" result the damage is fixed. If you take a damaged vehicle into the Meks for kustomisin' and you get a "While we Woz at It" result, a random piece of permanent damage is fixed instead.

VEHICLE PERMANENT DAMAGE TABLE

11-13 DESTROYED

The vehicle is completely wrecked and cannot be repaired. If one mob bottled out, the other mob can leave one of their Boyz to strip it, gaining an extra 2D6 teef (added to their income) from salvaging the scrap. The Boy left behind can't work the mob's mine after the battle as well.

14-16 BADLY MANGLED

The vehicle is not destroyed but has suffered a lot of damage. Roll a further D6 times on this table. Re-roll any 'Destroyed', 'Improved', 'Fixed' and any further 'Badly Mangled' results. Re-roll duplicate results of 'Captured' and 'Fixer Upper'.

21-22 ARMOUR WEAKENED

The vehicle's armour plates are left cracked and bent, or completely missing in some areas. The vehicle's armour is reduced by 1 point on all locations.

23 BENT CHASSIS

The vehicle's chassis or frame is bent, making it almost impossible to control at high speed. Whenever the vehicle takes a Thrust test from now on it takes a -1 modifier on the D6 roll, making it more likely to fail.

24 FIXER UPPER

The vehicle's recovery is attended with much sucking of teeth and tutting by the Spanner. Though everything can be fixed, everything *has* to be fixed. The vehicle and one Spanner of your choice can't be used in the next battle because it takes so long to fix.

25-26 STEERING JAMS

The vehicle's steering jams at the most inopportune moments. When you take a Leadership test to make a turn while using thrusters with this vehicle you also have to roll a D6, and score equal to or under the driver's Strength. If you fail no turn is made and the vehicle moves D6" ahead like a normal failed turn.

31-32 BONESHAKER

Ork vehicles don't bother with gurly things like suspension, springs, padded seats or anything like that. When it's moving, this vehicle shakes wildly, giving everyone on board a -1 to hit modifier when they shoot.

33-34 ANNOYING SQUEAK

An immensely irritating squeak has developed which sends the driver mad. The driver suffers -1 Leadership when rolling to swerve, and when trying to turn whilst using thrusters.

35-36 UNRELIABLE

The vehicle develops a recurring problem which defies the Spanner's efforts to fix it. Roll a D6 before each game. On a roll of 1 the vehicle is playing up and unavailable for the forthcoming battle.

41-56 FIXED

It looks a lot worse than it is and with a few extra nails and a lick of paint the Spanner fixes the vehicle up as good as new (sort of).

61-63 CAPTURED

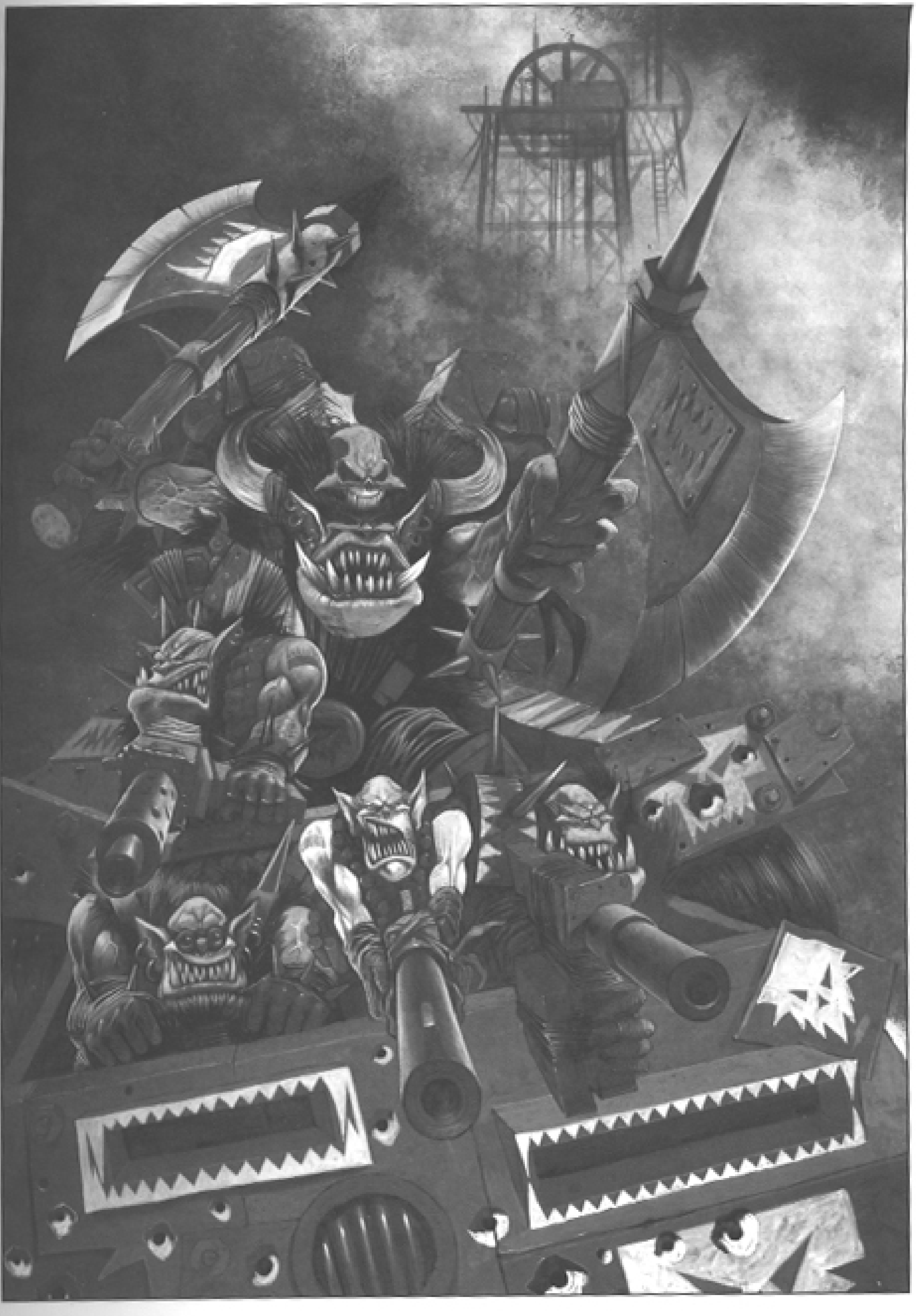
The vehicle is towed away by the opposing mob. Captured vehicles may be exchanged, bought back or stripped for parts. If both mobs hold captured vehicles then they must be exchanged on a one-for-one basis, starting with vehicles of the highest value. Any remaining vehicles can be bought back by their own mob if the player is willing to pay the captor's asking price. There is no fixed value for buying back vehicles – it is a matter for the players to decide for themselves. Finally, vehicles which are neither exchanged or bought back can be stripped for parts, yielding 3D6 teef for the capturing mob. The mob who have lost the vehicle have one chance to recapture their prized transport before it is torn apart, as detailed in the Scenarios section.

64-65 'ARD LOOKING

The scrapes, bullet holes and scorch marks combine to make the vehicle look really hard. All the warriors on board the 'ard looking vehicle gain +1 to their Leadership for their justifiable pride in it.

66 IMPROVED!

Once the Spannerz have finished knocking the vehicle back into shape it proves to be much better than it was before! All permanent damage suffered by the vehicle in its illustrious lifetime is fixed and has no further effect!



EXPERIENCE

As warriors take part in fights, those who survive become more experienced, and improve their battle skills. In a Gorkamorka campaign this is represented by *Experience points*.

Warriors earn Experience points when they take part in a battle. Once a warrior has enough Experience points he gains an 'advance'. This takes the form of either an increased characteristic or a special skill. Warriors who survive long enough may progress to become mighty heroes with many special abilities that they have picked up over the course of their combat career.

When warriors are recruited most have some experience already. This is determined as soon as they join the mob. The following chart shows how much experience the different types of warriors have to begin with. Make the appropriate dice rolls and record each new warrior's Experience points on your mob roster.

Type of Warrior	Initial Experience Points
Grot	20+1D6
Yoof	0
Boy	20+1D6
Slaver	20+1D6
Spanner	60+1D6
Nob	60+1D6

EARNING EXPERIENCE

The Experience points your warriors can earn will depend on the scenario you choose to fight. Different scenarios have different objectives, and consequently the warriors earn experience in slightly different ways. In the *Lootas* scenario for example, a warrior earns 1 extra Experience point for recovering valuable scrap.

Experience points are always added to the warrior's total after the game is over.

If you look through the scenarios you will notice that a warrior always earns D6 Experience points for surviving a battle. He earns this even if he is hurt or captured – so long as he lives to tell the tale!

The Scenarios section includes full details of the Experience points that can be earned for each scenario.

UNDERDOGS

When a mob fights another mob with a higher mob rating than its own, then its warriors earn extra Experience points. The higher the enemy's mob rating, the more points the underdog earns. The number of bonus points is shown on the following chart. This shows the extra points earned for each warrior who survives the battle both for a win and a defeat.

Difference In Mob Rating	Experience Bonus Win/Lose
1-5	+1/+0
6-10	+2/+1
11-15	+3/+2
16-20	+4/+3
21-25	+5/+4
26-50	+6/+5
51-75	+7/+6
76-100	+8/+7
101-150	+9/+8
151+	+10/+9

EXPERIENCE ADVANCES

As warriors earn more Experience points they are entitled to make *Advance rolls*. The chart below shows how many Experience points a warrior must earn before he can make each roll. The roll must be taken immediately after the game when the Advance is gained, while both players are present to witness the result.

For example, a newly recruited warrior has 25 Experience points. During his first battle he does well and receives an extra 9 Experience points. This takes his total to 34 and moves him into the next Experience points bracket or level, entitling him to an Advance roll. A further roll is earned when his experience hits 41, 51, 61, 81 etc.

You will notice that the amount of experience needed to make Advances increases as the warrior becomes more powerful.

	Experience Points	Title	Notes
1	0-5	Grub-Yoof	Starting level for Yoofs
2	6-10	Yoof	
3	11-20	Yoof	
4	21-30	Boy	Starting level for Grots, Boyz and Slaverz. Yoofs that reach this level become Boyz and gain +1T in addition to an advance.
5	31-40	Boy	
6	41-50	Boy	
7	51-60	Boy	
8	61-80	Skarboy	Starting level for Nobz and Spannerz
9	81-100	Skarboy	
10	101-120	Skarboy	
11	121-140	Skarboy	
12	141-160	Skarboy	
13	161-180	Skarboy	
14	181-200	Skarboy	
15	201-240	Boss	
16	241-280	Boss	
17	281-320	Boss	
18	321-360	Boss	
19	361-400	Boss	
20	401+	Bigboss	A warrior that reaches this level may not advance any further, he's just too tough, gnarly and 'ard to get any better!

YOOFS

Once a Yoof has earned 21 or more Experience points he becomes one of da Boyz, a fully fledged Ork warrior. In addition to gaining an Advance the ex-Yoof gains +1 Toughness as his increased metabolism toughens him up. You might want to replace Yoof models with Boyz models when they reach this stage in their career, though it isn't essential – a quick lick of paint to get a darker skin tone will suffice.

Note that when a warrior reaches 61 or more Experience points he does not become a Spanner or Nob but remains one of da Boyz – albeit a particularly tough and dangerous one called a Skarboy.

GORKAMORKA ADVANCE TABLE

Make any Advance rolls that are due immediately after the battle so that both players can witness the result. Roll 2D6 and consult the Advance Table below.

ADVANCE TABLE

2D6	Result
2	**Know-wots.** Choose any of the skill tables and randomly generate a skill from it.
3-4	**Know-wots.** Select one of the standard skill tables for the mob and randomly generate a skill from it.
5	**'Arder.** Roll a D6: 1-3 = +1 Strength; 4-6 = +1 Attacks
6	**'Arder.** Roll a D6: 1-3 = +1 WS; 4-6 = +1 BS
7	**'Arder.** Roll a D6: 1-3 = +1 Initiative; 4-6 = +1 Leadership
8	**'Arder.** Roll a D6: 1-3 = +1 WS; 4-6 = +1 BS
9	**'Arder.** Roll a D6: 1-3 = +1 Wounds; 4-6 = +1 Toughness
10-11	**Know-wots.** Select one of the standard skill tables for your mob and randomly generate a skill from it.
12	**Know-wots.** Choose any of the Skill tables and randomly generate a skill from it.

NEW SKILLS

There are six types of skill and each has its own separate list: Muscle, Ferocity, Driving, Cunnin', Dakka and Odd. If you refer to these tables you'll see that each offers six different skills.

The type of skills that a warrior can have is restricted by the mob's faction and whether the warrior is a Yoof, Boy, Spanner, Slaver, Grot or Nob. For example, Gorker Yoofs can only take Muscle and Ferocity skills; Gorker Boyz can take Muscle, Ferocity and Dakka skills and so on. These restrictions are indicated on the Skill Chart opposite.

On the roll of a 2 or 12 on the Advance Table, the warrior can ignore the normal restrictions for his faction or warrior type, and select from any of the skill tables.

To determine a new skill for a warrior, pick the type of skill you want from those available, then roll a D6 to determine which skill has been learnt. If you roll a skill that the warrior already has or that he is not allowed to take for any reason, you may pick any skill of that type.

For example, a player rolls a 3 indicating a new skill for a Gorker Yoof. Referring to the skill tables he finds that he may only choose Muscle or Ferocity skills. He chooses Muscle skills and rolls a D6, scoring a 3. Muscle skill number 3 is 'Good Right Arm'. This is noted with the warrior's other details on the mob roster.

CHARACTERISTIC INCREASE

An Advance roll of 5-9 will increase one of a warrior's characteristics. For example a roll of 7 increases either Initiative or Leadership. Roll a D6 to see which of the two characteristic increases applies. For example, a roll of 1-3 means that the warrior has gained +1 Initiative and a roll of 4-6 indicates he has gained +1 Leadership.

However, characteristics may not be increased beyond maximum limits as shown on the characteristic profile below. If one of the two characteristics indicated by the Advance roll has already reached its maximum level, you must take the other. If both have already been taken to their maximum level, you may choose to increase any other characteristic that is not already at maximum by +1 instead. If all characteristics have reached maximum roll a skill instead.

Max. Value	M	WS	BS	S	T	W	I	A	Ld
Ork	4	6	6	4	5	3	5	3	9
Grot	4	3	4	3	3	1	3	1	6

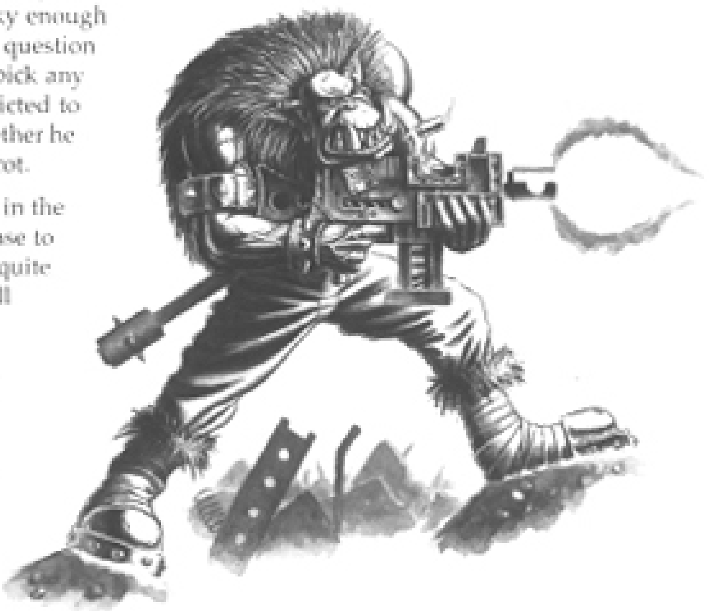
Record characteristic increases for each warrior on your mob roster.

SKILLS

If a warrior gains a *Know-wots* advance use the following tables to determine what they have learnt. If you were lucky enough to roll a 2 or a 12 on the Advance Table the warrior in question has such a blinding flash of inspiration that he can pick any skill table to roll on. Otherwise your warrior is restricted to particular skill tables according to his faction and whether he is a Yoof, Boy, Nob, Slaver, Spanner or a miserable Grot.

The different aspects of Gorkamorka mean that Orks in the different factions have a separate outlook and skill base to their rivals. Gorkers, for example, are great warriors quite capable of snapping lesser Orks in two, they spend all their time kicking bottom and blowing away things with their shootas. Conversely they tend to be mediocre drivers and haven't got a clue about using brains instead of brawn, which is where the Morkers excel.

Likewise a warrior's age and experience increase the selection of skills he can draw upon. The chart below show the different kinds of skills commonly available to the Gorkers and the Morkers



GORKERS

	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Nob	✓	✓	✓	✓	✓	✖
Boyz	✓	✓	✖	✖	✓	✖
Spannerz	✓	✖	✓	✖	✓	✓
Slaverz	✓	✓	✖	✓	✓	✖
Yoofs	✓	✓	✖	✖	✖	✖
Grots	✖	✖	✖	✓	✖	✖

MORKERS

	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Nob	✓	✖	✓	✓	✓	✓
Boyz	✖	✓	✓	✓	✖	✖
Spannerz	✖	✖	✓	✓	✓	✓
Slaverz	✓	✓	✓	✓	✖	✖
Yoofs	✖	✖	✓	✓	✖	✖
Grots	✖	✖	✖	✓	✖	✖

SKILL TABLES

FEROCITY SKILLS

1 **Waaagh:** A warrior with this skill rolls double the number of Attack dice on his profile when he charges into hand-to-hand combat, but may not use a shield to block when charging. Note you double the Attacks before adding +1 for using two hand-to-hand weapons.

2 **Headlong Leap:** When the warrior gets into hand-to-hand combat with vehicles he is overwhelmed by "road rage". The warrior gains +1 to their Initiative when attempting to jump onto a vehicle and may choose who he fights once aboard!

3 **We's Orks:** Only the mob's Nob may have this skill. It allows you to re-roll a failed Bottle test once per turn as long as the Nob is on the battlefield and not down.

4 **Well 'ard:** Only Orks may have this skill, re-roll on this table if a Grot gets this result. An Ork with this skill has a reputation as such a violent character other Orks simply get out of his way when he charges. A warrior with this skill may charge any warrior within range, not just the nearest target.

5 **Gotcha:** A warrior with this skill may leap onto an enemy on foot from a moving vehicle. The warrior may leap at any point during the vehicle's move at an enemy fighter on foot within 2". The leaping mobster does not take any damage as the enemy breaks his fall. The enemy warrior takes a S3 hit from the impact. If the target survives the two warriors are positioned in base-to-base contact. The leaping warrior counts as charging for the first round of hand-to-hand combat.

6 **Play Chicken:** If a vehicle attempts to run over, swipe or rake a warrior with this skill they stand their ground as the vehicle closes in and points a gun while grinning widely. If the warrior manages to jump out of the way of the ram he may shoot at the ramming vehicle. The shot is made immediately after the warrior jumps out of the way and before the vehicle completes its move.

MUSCLE SKILLS

1 **Flying Tackle:** The warrior adds +2 to their combat score when charging, instead of only +1.

2 **'Ard as Nails:** Treat a roll of 1, 2 or 3 as a Flesh Wound when rolling for the extent of any injuries suffered by this warrior.

3 **Good Right Arm:** A warrior with this skill has a +1 Strength bonus with hand-to-hand weapons (this does not apply to hits using sluggas and six-shootas).

4 **'Ead Butt:** If the warrior inflicts 2 or more hits in hand-to-hand combat, then they may choose to combine some of the hits into a single hit with a Strength bonus. The bonus equals +1 to your base Strength for each hit after the first that is combined, so you could exchange 3 S4 hits for a S5 hit and a S4 hit, or a S6 hit. Weapon Strength bonuses cannot be used with this skill.

5 **Chuck:** If the warrior wins a round of hand-to-hand combat, instead of hitting your opponent you can throw him D6" in the direction of your choice. The thrown warrior takes a single hit at a Strength equal to the distance thrown. If it hits another warrior then both warriors take a hit with a Strength equal to half the distance thrown, rounding up.

6 **Thick Skull:** If a warrior with this skill is hit in hand-to-hand combat reduce the Strength of each hit by -1.

DRIVING SKILLS

These skills only come into effect when the warrior is driving a vehicle.

1 **Shadow:** The warrior is especially skilled in following other vehicles. The driver may re-roll any Leadership tests he has to take whilst chasing an enemy vehicle.

2 **Skid Start:** A driver with this skill may use a vehicle's thrusters after making a slow speed manoeuvre.

3 **Get Away Driver:** The driver is well practised in losing following vehicles. The driver dodges and weaves through the desert and aims for pot holes and cracks in an attempt to shake the tailing vehicle. The chasing driver must pass a Leadership test at the start of your turn; failure means they cannot chase your skilled driver.

4 **Stunt Driver:** The driver has had lots of experience with out of control vehicles. If the vehicle spins for any reason the Scatter dice may be re-rolled if you wish. The dice cannot be re-rolled more than once and the second result always stands. If the vehicle swerves then the player may choose which way the driver turns.

5 **Emergency Stop:** If compulsory movement (like a failed turn under thrusters) makes the warrior's vehicle crash into scenery or collide with another vehicle, the player may choose to make an emergency stop. Before working out the effects of the crash or collision, the driver must test against his Leadership. If he passes the vehicle stops just short of the obstacle and no damage occurs, but each warrior on board must roll equal to or under their Strength on a D6 to stay on the vehicle. If they fail they are thrown D6" in the direction of travel and take a Strength 3 hit on a D6 roll of 4+. If the test fails the crash or collision is worked out as normal.

6 **Skid Turns:** A driver with this skill may make one skid turn in his vehicle at the start or end of its gas engine move. Roll a D6: on the score of a 1-3 the vehicle goes out of control during the skid turn and moves D6" in a random direction (roll a Scatter dice) and then spins. On the score of 4-6 the skid turn is successful. The warrior may make a skid turn up to 180°. The vehicle may continue moving after a skid turn even if it is unsuccessful.

CUNNIN' SKILLS

1 **'Ow Much?!** This skill may only be used by Nobz. Re-roll this result for other types of warrior. The Nob has some skill in negotiation which can be used when visiting the Doc's Serjery or the Mek's Workshop. If the negotiation tactic fails the Nob can always use his considerable size and strength to persuade the 'Profeshunnal' to do what he wants anyway. If your Nob has this skill you may re-roll the cost of a Kustomisin' job or serjery. No dice may be re-rolled more than once and the second result must be taken, even if it is worse.

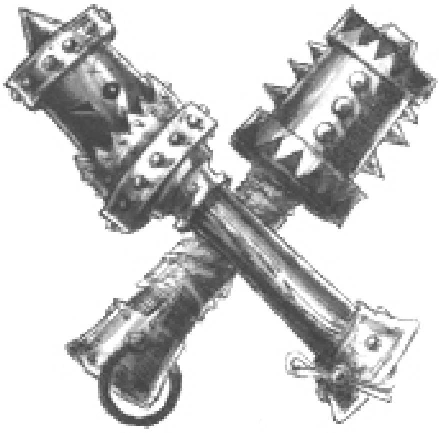
2 **Loota:** A warrior with this skill is especially good at scavenging the battlefield. If the warrior doesn't go out of action he earns D3 teef for what he scavenges from the battlefield after the battle. This is added to the mob's income from the mine (not to its profit).

3 **Dodgy:** A warrior with this skill has a preternatural talent for getting out of the way of shots and blows. If they suffer a hit, from any source, they get a 6+ saving throw to dodge it. This saving throw is not modified by armour save modifiers and is taken separately to normal armour saves. Subsequent gains of this skill add +1 to the roll (eg, if a warrior has this skill twice, it dodges on a 5+ and so on). The best it can get is 4+.

4 **Duck 'n' Weave:** The warrior ducks and weaves as he moves through the desert, making a supremely difficult target. If the warrior is on foot, any shots at him are at an additional -1 to hit.

5 **Play Dead:** If a warrior with this skill is wounded and goes down they may not be attacked by enemy warriors because they make such a good job of looking like they're out of action. If the warrior is actually taken out of action this skill is of no help because he may actually be dead!

6 **Sneak Off:** This warrior is almost impossible to capture after a battle. If you roll a 'Captured' result on the Serious Injury Table then the warrior escapes completely unscathed with all their kit (treat as a 'Full Recovery').



DAKKA SKILLS

1 **Kool:** The warrior keeps a cool head and picks his targets well. When they shoot they can pick any warrior as a target, not just the closest. If the warrior is firing at a vehicle he can pick which location he is shooting at.

2 **Hipshoota:** The warrior can run and shoot in the same turn, with an extra -1 to hit modifier.

3 **Dakka Dakka!** The warrior is deadly with auto fire weapons. You can re-roll 1 Sustained Fire dice whenever the warrior shoots; the second roll must be used even if it's worse than the first.

4 **Bomber:** The warrior has a fine eye for lobbing stikkbombz and can re-roll the dice to hit if he misses with one.

5 **Rapid Fire:** If this warrior doesn't move in the movement phase, he can fire twice in the shooting phase. This skill only works with a specified kind of gun or hand-to-hand weapon, eg *Rapid Fire – Shootas*. This skill can't be used in combination with auto fire or big gunz, but it can be used by warriors on moving vehicles (if the warrior doesn't move around the vehicle). A warrior with *Rapid Fire – Six Shootas* doesn't get two shots, but does not have to take a turn to reload.

6 **Deadeye:** The warrior has a habit of plugging the target right between the eyes. You can re-roll the dice when you are rolling to see whether an enemy is flesh wounded, down or out of action. You must accept the second roll even if it's worse.

ODD SKILLS

1 **Doc:** The warrior fancies himself as a bit of a Doc and will attempt to patch up wounded warriors with great enthusiasm, if little actual technique. Luckily, Ork bodies respond well to staples and glue. At the end of the game you can re-roll a single serious injury result for each Doc in your mob. You must accept the result of the second roll.

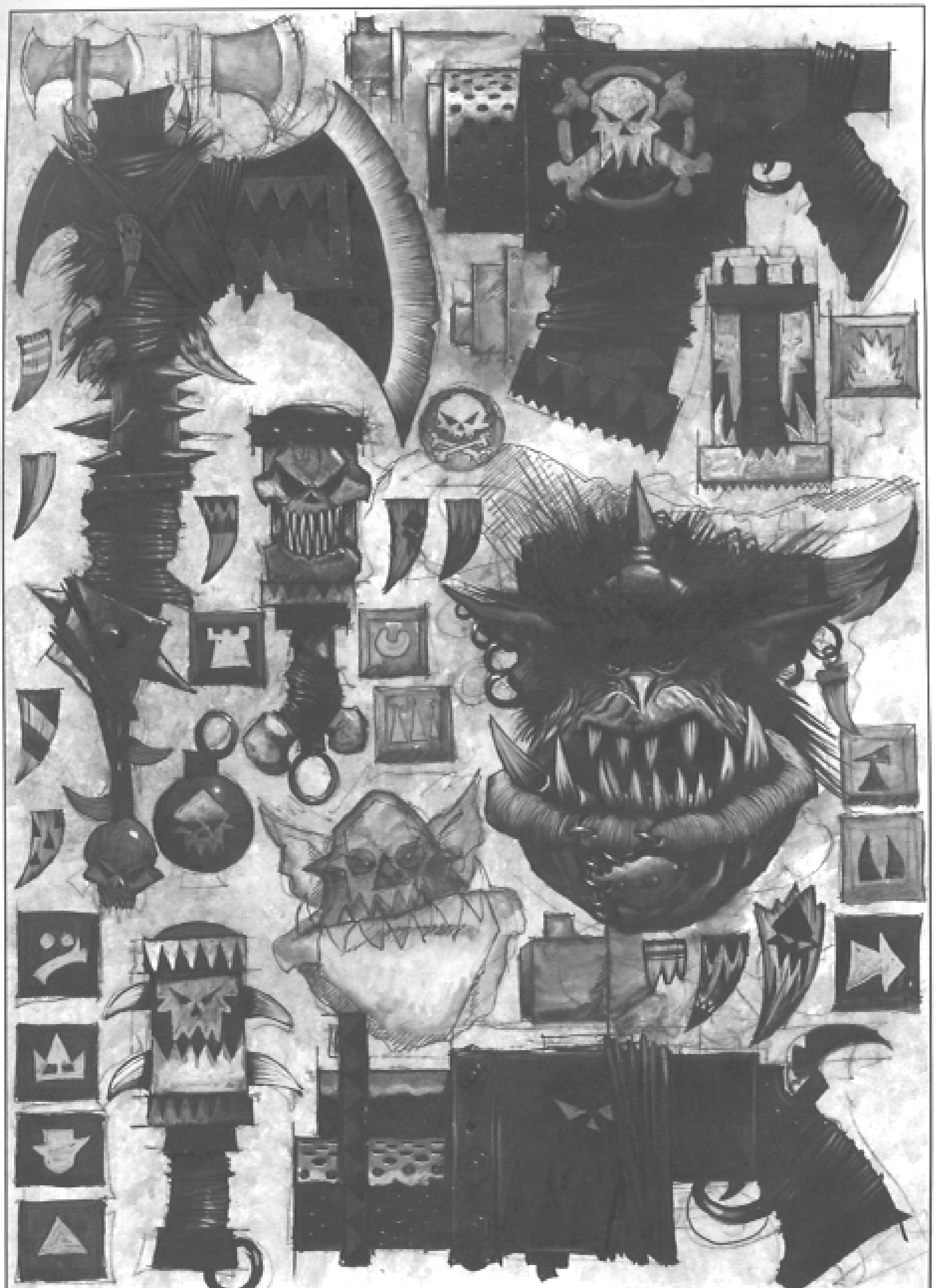
2 **Tinkerer:** The warrior bashes away, building gubbins between fights. Roll a D6 after each fight: on a 6 the warrior has finished a piece! Randomly select a piece of gubbins and fit it to one of your vehicles for free.

3 **Wrecka:** A warrior with this skill can attempt to grab onto enemy vehicles and slide underneath them to sabotage the worky bitz! When the warrior successfully boards an enemy vehicle, he doesn't have to fight the crew. Instead, in each hand-to-hand phase he may attack one location, just as if there were no crew on board. Warriors on the vehicle being attacked can't target the warrior but each time the vehicle turns or uses the thrusters the warrior must roll equal to or under his Strength on a D6. If they fail they take a Strength 3 hit and are immediately positioned directly behind the vehicle.

4 **Fixer:** The warrior has some skills at field repairs – or "bodgin' fings togevver" as it's commonly known. If he doesn't shoot or fight in hand-to-hand combat that turn, the warrior can repair a damaged location on a vehicle he is in contact with at the end of the hand-to-hand combat phase on a D6 roll of 6+. Subsequent gains of this skill allow you to add +1 to the roll (for example, two results means it is fixed on a 5+ and so on), up to a maximum of 4+.

5 **Gunboy:** The warrior has the good sense to carry extra ammo for his weapon and keep it in pretty good nick. A warrior with this skill can ignore failed Ammo rolls and weapon explosions on a D6 roll of 4+.

6 **Back Seat Driva:** This warrior is very good at 'suggesting' courses of action to the driver of a vehicle. If the warrior is in a vehicle, but not driving, the vehicle's driver may use the warrior's Leadership characteristic for any tests they are required to make (turning under thrusters, avoiding rams and so on).



DA FORT

The surface of Gorkamorka is dotted with hundreds of forts belonging to different mobs. Forts start as fortified camps built over a rich seam of scrap. As the mob digs deeper and finds more salvage they add any worthless debris to the walls of the camp until it grows into a permanent outpost. Forts can range from well established strongholds to ruins left to crumble back into the desert once the scrap has been mined out. Every Nob who builds a fort considers the surrounding desert to be his and his alone and soon starts butting heads with his neighbours.

YOUR FORT

Every mob begins the campaign with a fort. The fort acts as a base, barracks, prison, workshop and source of income for the mob. The mob works the mine and sallies out to scavenge in the desert whenever they get bored with digging and want to fight another mob for richer pickings.

INCOME

At the end of a battle a mob can collect income from its mine as described below. This is done as soon as the game is over so that players can witness each other's dice rolls.

Each warrior who survives the game without going out of action can generate income by taking a turn digging scrap. Warriors who go out of action during or after a game cannot generate income. They are recuperating instead. Remember, warriors who are still down at the end of a game must test to see whether they recover or go out of action.

Warriors who sustain flesh wounds can collect income as normal. Their wounds are superficial and make no difference to their normal activities.

Nobz, Spannerz and Slaverz never collect income – only Boyz, Yoofs and Grots do so. Nobz spend their time shouting and bashing heads together to make sure some work gets done. Spannerz spend their time tinkering with vehicles, maintaining their own weapons, repairing the mob's other weaponry, and trading for or making new ammo. Slaverz spend their time keeping an eye on the Grots and runtz to stop them slacking.

COLLECTING TEEF

Each Ork Boy and each slave digs D6 teef worth of scrap after a game. Yoofs and Grots are less productive and only dig D3 teef's worth of scrap after a game. No more than ten models can work in the mine.

The mob must spend a proportion of its income on basic necessities such as squigs, slop, ammo, fuel for buggies and so on. This is determined by cross referencing the mob's income with the number of models in the mob, including vehicles, on the chart below.

The more models in a mob the more it costs to maintain, to buy ammo, grub, booze and so forth. The number indicated on the chart below is the profit in teef earned after deducting basic maintenance costs. Any profit is added to the mob's teef hoard.

	NUMBER OF MODELS IN MOB						
INCOME	**1-3**	**4-6**	**7-9**	**10-12**	**13-15**	**16-18**	**19+**
0-2	3	3	2	2	1	1	0
3-5	5	4	3	3	2	1	1
6-8	7	6	5	4	3	2	2
9-12	9	8	7	6	5	4	3
13-17	11	10	9	8	7	5	4
18-23	13	11	10	9	8	6	5
24-30	15	13	12	10	9	7	6
31-38	16	15	14	12	10	8	7
39-47	17	16	15	13	12	10	9
48-57	18	17	16	14	13	11	10
58+	19	18	17	15	14	12	11

EXAMPLE: A mob consists of a Nob, two Spannerz, four Boyz and three Yoofs, with two buggies for transport. The mob fights a battle and two of the Boyz go out of action but survive to fight another day. After the game is over the player works out his income. He has only two remaining Boyz to work in the mine with the three Yoofs. The player rolls 2D6 for the Boyz and gets 8, and he rolls 3D3 for the Yoofs and gets another 6 for a total of 14 teef. There are 12 models in the mob to support, so the mob is left with a total of 8 teef profit to add to its hoard.

CAPTIVES

It is possible for a mob to capture enemy warriors in battle, as detailed in the Injuries section. These enslaved enemies will be put to work in the mob's mine under the watchful eye of the mob's Slaver. Each slave allows you to roll an extra D6 for your income, just like a Boy. Note that you roll a D6 for any slave, even if they are a Grot or a Yoof (Slaverz can get the best out of everybody!). Slaves are fed on the mob's scraps so they do not count towards the size of the mob when calculating the profit from the mine. Roll the dice and add the scores together to find out the mob's income.

CAVE-INS

Sometimes the Boyz can dig a little too enthusiastically and cause a cave-in, especially if lots of people are working in the mine. If you roll three or more 6's on the dice for the miners, a cave-in occurs. Roll a D6 for each model in the mine: on a roll of 1 they are caught by the fall of sand, rocks and scrap, suffering a serious injury in the process. Roll for their fate on the Serious Injury Chart. Results of 'Captured', 'Bitter Enmity' and 'Gobsmacked' are treated as a 'Full Recovery' in this case.

'ARDBOYZ BONUS

When a mob beats an enemy with a higher mob rating it receives extra income. The mob's reputation in Mektown goes up and the Meks are keen to deal with the new 'ardboyz.

The chart below shows the extra income a mob earns after beating an enemy with a higher mob rating. Note that this is added to the income earned from the mine, not to its profit.

Difference In Mob Rating	Income Bonus For Winning
1-10	+1
11-15	+2
16-20	+3
21-25	+4
26-50	+5
51-75	+10
76-100	+15
101-150	+20
151+	+25

SPENDING DA TEEF

You can spend teef on weapons, vehicles, bioniks, hiring new warriors, visiting the Meks or any of the other delights of Ork kultur on offer at Mektown. See the Mektown section for details of how to dispose of your hard-earned teef.

MEKTOWN

Mektown's got everything an Ork could want – if he's got the teef to pay for it. The sprawling streets are overflowing with hagglers, Meks, traders, Docs, Slaverz and other nefarious types, all eager to make a few teef out of the mobs which come into town for supplies. After trading their latest salvage at the bazaar the Nob and his Boyz are free to wander around and spend their bag of teef on a host of luxuries like new gunz and kustom jobs at the Meks.

SPENDING TEEF

After every game the mob can trade in its scrap for teef at the bazaar as described earlier in Da Fort section. Teef can be spent on extra warriors and equipment, vehicles, kustom jobs and bioniks.

SLOP SHOPS AND BREWHOUSES

While da Boyz are "relaxing" in one of the many rowdy, insanitary and crowded slop shops and brewhouses of Mektown, it's an ideal opportunity for some lively debate as to who in the mob would make the best drivers or gunners. Orks are basically fair-minded types and spirited debate backed up by a good bludgeoning soon sorts the matter out (to the entertainment of the other patrons).

If you want to change which of your warriors are drivers and gunners this is the time to do it. You may have developed warriors who are better shots because they have an improved Ballistic Skill for example, or warriors with special skills which make them better drivers. One thing is for certain, the old driver or gunner isn't going to step aside without a fight! The original driver or gunner squares off against the warrior who's dared to challenge his skill and they punch it out there and then. Let Gorkamorka decide!

Resolve this as a hand-to-hand combat between the original driver or gunner and the warrior you want to replace him with (it's best if you can get another player to roll the dice for one of them). Neither warrior can use any hand-to-hand weapons apart from knuckles and knives (and bottles, furniture, squigs, other drinkers and so on) so they fight using their basic Strength. Armour and bioniks are used, as Orks simply view these as natural advantages. Neither warrior counts as charging in the first turn of combat and the fight continues until one warrior or the other is down or out of action.

The warrior still on his feet is the winner and gets to be driver or gunner as appropriate. Roll for serious injuries to the loser if he went out of action: if he went down then roll for serious injuries on a roll of 1-3 on a D6.

Treat injury results of 'Bitter Enmity' and 'Captured' as a 'Full Recovery'. Any teef knocked out by the 'Gobsmacked' result are not kept by the mob ("Your teef ain't worf nuffin'!").

PIT FIGHTS

If a mobster gets "too big for his boots" he might challenge the Nob for leadership over the rest of the mob. This is a more serious affair than a brewhouse brawl and the Meks often take an interest in the progress of leadership battles. This means they have to be fought in pits at the feet of Gorkamorka.

If any Ork member of the mob attains a Leadership characteristic which is higher than the Nob's he will challenge the Nob for control. The Nob has to prove himself able to handle the warriors who follow him. Unlike fights for being drivers and gunners you have no choice of whether a pit fight occurs: the mobster with the higher Leadership will always make a challenge at the first opportunity – every Ork wants to be a Nob after all!

It is possible that two or more warriors will be in a position to challenge the Nob after the same battle. In this case randomly determine one of the challengers, who gets to fight first. If this challenger beats the Nob they become the new leader unless one of the other challengers still has a higher Leadership than them, in which case they will fight another pit fight.

If the incumbent leader wins he must fight the other contender(s) in a pit fight. This continues until all the contenders are beaten or the old Nob is deposed and there is nobody to challenge the new Nob. Warriors regain any wounds lost in a previous pit fight before another pit fight starts.

In addition, the death of a mob's leader will usually lead to a brief power struggle to see who takes the deceased Nob's place. If you lose your Nob then the warrior with the highest Leadership will take over. If you have two warriors with the same Leadership they will have a pit fight as explained below. If more than two warriors have the same Leadership, the two warriors with the most Experience points will fight in the pit to decide who is the 'ardest.

The Meks usually impose some restrictions on pit fights so that they last long enough to entertain Gorkamorka. Roll a D6 to find out what restrictions the Meks use.

D6	Result
1-2	**Shooty.** The combatants must shoot it out with whatever weapons they have. Start the two warriors 16" apart and roll a D6 each, highest score gets the first turn.
3-4	**Cunnin'.** The combatants must fight in hand-to-hand combat and can use any and all hand-to-hand weapons they possess. They may use armour and bioniks. Neither warrior counts as charging in the first round.
5-6	**'Ard.** The combatants must fight in hand-to-hand combat without any of their hand-to-hand weapons apart from knives and knuckles. They may still use armour and bioniks. Neither warrior counts as charging in the first round.

The warrior still on its feet is the winner and takes over (or continues) as the mob's leader. The warriors will gain experience as detailed below (Fightin' Experience) and from that point on the winner counts as the Nob of the mob. Any previous restrictions are lost, the warrior can choose weapons available to a Nob, picks their Know-wots from the Nob list and so on. The only exception to this is any specialist equipment or skills they had before becoming the Nob can be retained (for example, a Slaver with some Slaverz' Stuff can continue to use it, though they cannot be given any more once they become the Nob). Likewise, a Nob will become a Boy, for the purposes of gaining skills and so on, though he may keep any skills already earned. If a new Nob has taken over, following the death of the previous Nob, they will gain +1 Leadership after their first victory like a starting mob leader.

The loser will bear no ill-will to the victor – winning and losing pit fights is just a part of Ork society and no malice is borne to those who try to better themselves. Roll for serious injuries to the loser if he went out of action; if he went down then roll for serious injuries on a roll of 1-3 on a D6.

Treat injury results of 'Captured' and 'Bitter Enmity' as a 'Full Recovery'. Any teef knocked out by the 'Gobsmacked' result are not kept by the gang (they mysteriously disappear soon after the fight).

Grots know their place (constant beatings help them to remember), and so they never challenge for leadership of a mob.

FIGHTIN' EXPERIENCE

A warrior who takes part in a pit fight or a slugging match to take over as a driver, gunner or Nob gains +5 Experience points for each wound they inflict, just as if they were in a battle. If this allows them an advance, roll on the relevant tables immediately after the combat.

DA JOB POLE

Once everyone's finished beating each other up, new mobsters can be hired at the job pole just like hiring the original mob. Refer to the Choosing a Mob section. New warriors may be equipped with the weapons and armour they are allowed in the choosing a mob list, but can't have any kustomisin' or bioniks until they have fought in a battle. All the usual restrictions apply so Grots can't be purchased unless the mob includes a Slaver, for example, and the mob can't have a second Nob or include more vehicles than it has Spannerz.

NEW EQUIPMENT

If players want to buy new weapons, gubbins or other equipment for existing warriors then refer to the price chart opposite. The chart lists all the equipment available in Mektown. Remember, all the restrictions that applied when you were choosing a mob apply here as well, so only certain kinds of warriors can buy certain kinds of equipment. You must have one Spanner in the mob for each vehicle you buy, for example; only a Slaver can buy slaverz' stuff and so on.

GUBBINS

Your mob's Spannerz can fit any number of gubbins to your vehicles between battles, simply pay the cost in teef indicated. Remember that gubbins must be modelled onto the vehicle, just so everybody knows what a terrifying creation they are facing!

MEKBOY WORKSHOPS

Faster buggies, shootier gunz, the Meks can do it all! Visiting the Meks is dealt with in the next section of this book.

DOCS

Warriors who have suffered serious injuries can visit the Docs if they want to (literally) chance their arm at getting some bionik replacement parts. Going to the Docs is detailed later in this book.

WHEN TO BUY

Players should preferably complete their recruiting and trading after the battle is over, making any appropriate dice rolls while both players are present.

SELLING

A player may wish to trade in weapons at the same time as he buys new ones. After all, as mobs get more powerful they often abandon their earlier armament in favour of something better. However, the secondhand value of equipment is not high, due to the battering inflicted on it by your warriors (and they've probably scratched their name into the casing, too).

Mobs can always sell equipment for half its listed price, rounding down. This means a lot of the cheaper weapons are worth nothing when they are sold.

Alternatively, old weaponry can be hoarded for future use (make a note on the mob roster) or it can be swapped around the mob from one warrior to another (though not between mobs). As the value of old weapons is low compared to the cost of equipping new recruits, a mob can usually find a use for its cast off armaments.

DEATH OF A WARRIOR

When a warrior is killed, all of his equipment and weaponry is lost. This is a very important rule, so be clear about it right from the start. It is not possible to reallocate a warrior's weapons or equipment once he is dead.

DEATH OF A SPANNER

If you have excess vehicles due to losing a Spanner, you have two choices. You can either sell off vehicles for half their normal price like any other equipment, or you can keep them in your fort along with the rest of the mob's hoard. If you keep a vehicle in your fort you may not use it in any of your battles until you have sufficient Spanner Boyz to take it out.

In addition, a vehicle which is left in this way will deteriorate as there is nobody to look after it (and patch it up after those impromptu racin' sessions). Roll a D6 after each battle for every vehicle in your hoard. On a roll of a 1 it has deteriorated through lack of care and you should roll on the Vehicle Permanent Damage Table to see what has happened to it. Re-roll results of 'Destroyed', 'Badly Mangled', 'Captured' and 'Improved'. If you roll the 'Fixer Upper' result, the vehicle and a Spanner must miss the first battle in which you would normally be allowed to take it, as the newly arrived Spanner Boy has to earn his keep straight away by re-vamping the abandoned vehicle.

DEATH OF A SLAVER

If your mob contains Grots and captured slaves then the loss of your Slaver can have serious consequences. Without the watchful eye of the Slaver, the runtz will start getting uppity and will refuse to work. Since other Orks cannot be bothered with trying to keep slaves in line, this has the following effect. Your mob cannot recruit any new Grots while it has no Slaver – there's nobody who'll go to the slave market and measure up the goods with a professional eye.

PRICE CHART

HAND-TO-HAND WEAPONS	TEEF
Slugga	2
Six Shoota	2
'Uge club or choppa	2
Club or choppa	1
Knives and knuckles	free
Chain or Flail	1
Spear	1

GUNZ	TEEF
Bow	1
Crossbow	1
Blunderbuss	1
Shoota	2
Kannon	3

BIG GUNZ	TEEF
'Eavy Shoota	15
Rokkit Launcher	13
Harpoon Gun	7
Spear Gun	9
Scorcher	8

STIKKBOMBZ	TEEF
Frag	3
Krak	5

ARMOUR	TEEF
Studded Armour	1
Shield	1
Flak Armour	2
'Eavy Armour	7

SLAVERZ' STUFF	TEEF
Grabba Stik	2
Net	2
Bolas	1
Whip	2

VEHICLES	TEEF
Buggy or Trukk	20
Trak	15
Bike	10

GUBBINS	TEEF
Extra Armour Plates	4
Spikes	5
Extra Spiky	10
Wrecker Ball	10
Big Grabber	5
Reinforced Ram	5
Boarding Plank	3
Loadsa Ammo	1/4 weapon cost

Grots and captured Diggas already in the gang may fight as normal. However, Grots and captured slaves cannot be used to work the mob's scrap mine if there is no Slaver – do not roll any dice for them when generating income. As soon as you get a new Slaver the slaves are whipped back into shape and they will generate income as normal.

DEATH OF A VEHICLE

Just as warriors can sometimes meet with a premature appointment with Gorkamorka, vehicles will occasionally be sent off to da junk pile of da gods too. When a vehicle is destroyed all of its gubbins and its fixed gun (if it has one) go up with it. You may not re-allocate any of the weaponry, gubbins or kustom jobs it has had.

ADJUSTING THE MOB RATING

The mob rating of each gang is equal to the cost of its vehicles and warriors plus their Experience points divided by 10. As the value of warriors includes their equipment, players must alter the sub-totals on the mob's roster sheet every time equipment is bought or sold, or if kustom jobs are done on weapons. Likewise vehicles include the value of any gubbins they have and any kustom jobs done on them (even bodges).

Any weaponry or other equipment that the mob keeps but does not give to a warrior is hoarded (including vehicles being left behind due to lack of Spannerz). It remains unused in your fort and its value is not included in the mob rating.

DA MEKBOY'Z WORKSHOP

Dealing with Mekboyz can be a frustrating business. Most of your enquiries will be met by a sharp intake of breath or a foreboding shake of the head. They rarely, if ever, give you an idea of how much something will cost until they hand you the bill... known technically as 'Da Bad Nooz'.

If all this sounds a bit hit and miss there is a positive side to dealing with Mekboyz. They will try anything and love getting their hands dirty. They are constantly trying to outdo each other in terms of the shootiest gun, smartest buggy, or fastest bike. Whatever's needed you'll always find a Mekboy somewhere who is prepared to have a go.

WE CAN DO IT!

After a game you can take any weapon or vehicle that your mob possesses to a Mekboy. You can take as many different things as you want to be kustomised at any time, but any vehicle or gun can only be kustomised once between each game (you can't have it kustomised two or more times at a go). When you take a vehicle or weapon along to a Mekboy you can ask him to do one of three things.

WEAPONS

Weapons can be made Shootier (higher Strength), they can be modified to shoot over a Longer Range (+D6") or given More Dakka (kustomised so that it shoots faster).

VEHICLES

Vehicles can be made Faster, Smarter (which means it turns and manoeuvres more easily), or 'Eavier (thicker armour).

Remember that a linked weapon is treated as a single gun so it's dealt with as a single piece of kustomisin' work.

DA BIG DAY

Determine how the Mekboy has coped with his task by rolling on the table above. This is done immediately – although in reality it obviously takes a while to work on your job, it is more convenient to work out these details after each game along with advances for your Boyz and other 'between game' calculations.

DA BIG DAY TABLE

D6	Result
1	**We Adda Bitta Trubble.** Roll on the Bodge table. Despite the fact the job has been well and truly bodged the Mekboy demands D6 teef for his work.
2	**While we Wuz at It...** The Mek has found some essential repair which he has completed without bothering to inform you. The Mekboy demands D6 teef for his work. If a vehicle has permanent damage, one type of permanent damage is fixed. Your original job has been forgotten about, of course.
3	**Can't Get da Parts.** The Mekboy has done nothing with your job.
4-6	**Job's a Good 'Un.** Hurrah! The Mekboy has successfully completed the job. He presents you with a bill for D6 teef for his work. Refer to the appropriate Job's a Good 'Un section.

DA BAD NOOZ

Unless the Mekboy Can't Get Da Parts you have to pay your bill... yes you even have to pay for a bodged job or for unwanted remedial work. The cost is D6 teef and you have to pay this immediately (increase the cost of the weapon or vehicle on your mob roster appropriately). If you can't afford it, the Mekboy hangs on to your vehicle or weapon whilst you scrape together the cash – so you don't get to use the vehicle or weapon until you've paid your bill.

BODGED JOB

The Mekboy, or more likely one of his cack-handed Spannerz, has bodged the job completely. It's a mess, held together with spit and string. However, the Mekboy is far too proud to admit his mistake (no matter how hard you punch him). For now all you need to know is that the vehicle or weapon is bodged. You don't get to find out the extent of the damage until you actually use the vehicle/weapon in a game.

In the next game in which the vehicle/weapon is used roll on the relevant Bodge table either immediately before you first move the vehicle or just before shooting the weapon. You never get to find out what horror has been committed until you actually shoot the weapon or attempt to drive the vehicle in combat.

GETTIN' BODGES FIXED

Once you have fielded the vehicle or weapon in a game you can take it back to a Mekboy and have it sorted out properly. This costs you nothing and does not prevent the Mekboy working on another job for you at the same time. The bodge is automatically sorted out, leaving only an incurable rattle as an ever-present reminder that the vehicle or weapon was ever bodged.

WHILE WE WUZ AT IT...

Whilst working on your vehicle or weapon the Ladz spotted some 'well dodgy work' done by some other Mekboy. There is much tutting and shaking of heads and the Mekboy mutters the damning words 'Kowboyz' and 'Klownz' several times. Lucky for you that the Mekboy has sorted it all out. Your gear is now in tip-top shape... not that you'd ever noticed it wasn't. Your original job has been forgotten about. It could have been a lot worse.

BODGED WEAPON TABLE

D6 Roll	Bodge
1	**Just Don't Ask.** Click... click... click... nothing happens. Not a squig sausage.
2	**Bits Left Out.** The weapon shoots once as normal then falls to bits in your warrior's hand.
3	**Sights Bodged.** All ranges are reduced by half.
4	**Aim Bodged.** You must subtract -1 from all dice rolls to hit.
5	**Rapid Fire Mechanism Bodged.** If the weapon could auto fire, it cannot do so anymore! If it can't auto fire anyway then it will automatically blast all its ammo in one burst... so you must make an Ammo roll each time you shoot.
6	**Ammo Feed Bodged.** Any Ammo tests taken are automatically failed.

The one gleam of hope is that if you have brought in a vehicle with permanent damage the Mekboy will have fixed it. If the vehicle is only suffering one kind of permanent damage, the Mekboy picks up on that one and fixes it. If it has more than one, randomly select the damage fixed.

JOB'S A GOOD 'UN

The Mekboy has completed the job and very nice it looks too! Refer to the relevant section for your weapon or vehicle. In the case of a vehicle make a note of this on the vehicle's record sheet.

In the case of weapons you must make a note on your Mob roster sheet along with the character's entry.

BODGED VEHICLE TABLE

D6 Roll	Bodge
1	**Thrusters Bodged.** All thrust rolls fail on a score of 1-3 each time they are used.
2	**Wheel/Tracks Bodged.** Each time you attempt to turn the vehicle during gas engine moves and slow manoeuvres, you must take a Leadership test. If you fail you travel onwards D6" and then stop. Turning under thrusters is not affected.
3	**Gas Engine Bodged.** Your moves using gas engines are reduced to half normal speed (usually 3" instead of 6").
4	**Gears Bodged.** Each time you attempt a slow speed manoeuvre roll a D6. On the roll of 1-3 the gear box drops out immobilising your vehicle for the rest of the game.
5	**Fuel Injector Bodged.** If you fail a Thrust test on a roll of 1 then the fuel lines have blocked and your thrusters are useless for the rest of the battle.
6	**Brakes Bodged.** Unless the vehicle is immobilised you must move forward at your maximum gas speed each turn. You can choose whether or not you want to use thrusters as normal, but you must move forward your full gas speed unless brought to a halt in some way. You cannot perform a slow speed manoeuvre at all... reversing is right out... don't even think about it.

JOB'S A GOOD 'UN - WEAPONS

Weapons can be made *Shootier* (+1 Strength), *Longer Range* (+D6"), or *More Dakka* (Auto Fire). This enables a successful Ork Nob to equip himself and his followers with superior weaponry as befits his improved status. It also allows a cunning Nob to exploit his own favourite tactic, whether that's shooting from a distance or out-gunning the enemy close up.

Shootier	+1 Strength
Longer Range	+D6" Total Range
More Dakka	+1 Sustained Fire dice

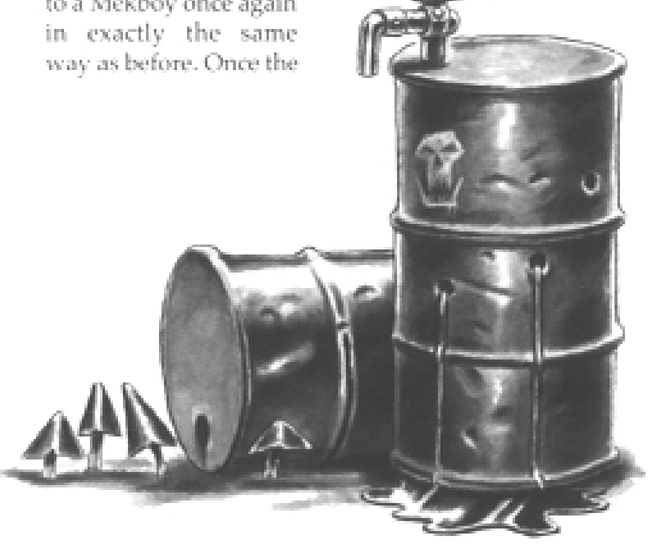
SHOOTIER

Shootier! The Mekboy modifies the weapon, improving the design of its barrel, fitting it with superior ammunition or tweaking it in some obscure manner. No Mekboy will reveal his secrets so there's no point in trying to get any more details from him.

A Shootier weapon gains +1 Strength. Make a note together with the character's other details on your Mob Roster sheet.

A weapon can be made Shootier once without compromising its overall performance. So, an ordinary Ork shoota can be upgraded from Strength 3 to 4 without suffering any reduction in range or rate of fire. However, this only applies once. If you want to make a weapon even more Shootier then you will compromise its performance in some way.

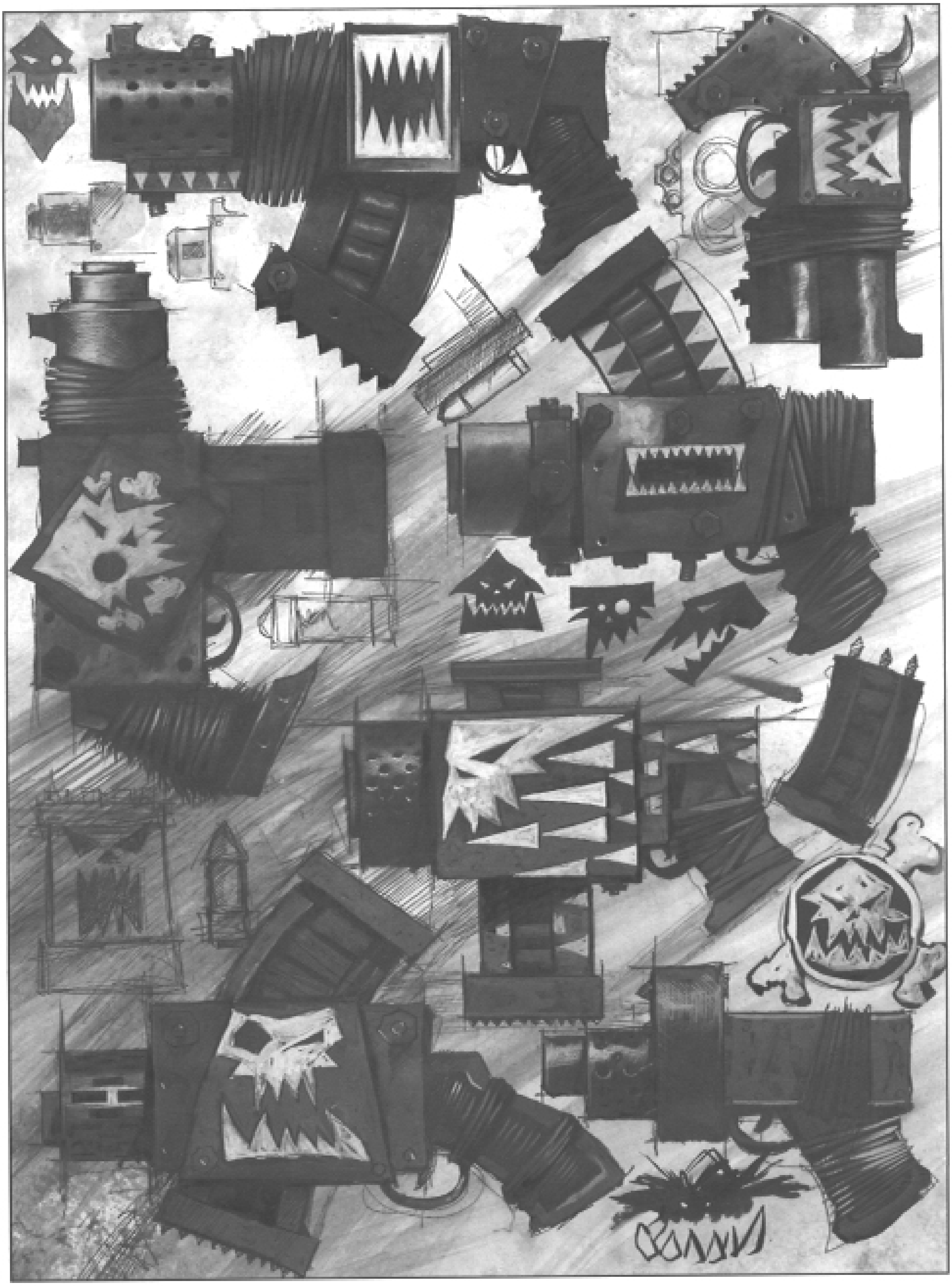
Should you want to upgrade a weapon so that it is even Shootier you must take it to a Mekboy once again in exactly the same way as before. Once the 'Job's a Good 'Un' you gain a further +1 Strength on that weapon. However, you also incur some loss of overall performance. This is an inevitable result of modifying the weapon. You can go on making the gun shootier, but each time you add +1 Strength you must reduce some other aspect of the weapon's performance. So, roll a D6 on the table below, the second and each subsequent time the weapon is made Shootier.



D6	Effect
1	**Slowed Fire.** If the weapon auto fired then it loses 1 Sustained Fire dice. If it fired with 1 Sustained Fire dice it now fires only a single shot. If it fired single shots it now requires more effort to reload and so the warrior using it cannot move and shoot in the same turn. If duplicate results reduce the rate of fire to worse than this, then the weapon is useless and must be thrown away.
2	**Ammo Guzzler.** The Ammo roll is reduced to 'automatic'. If an Ammo test is required then the gun is automatically rendered useless for the rest of the game. If you should roll this result twice then re-roll a different effect.
3-4	**Kicks Some.** All shots are at a penalty of -1 to hit. Such penalties are cumulative.
5-6	**Sawn Off.** The total range is reduced by D6" to a maximum of 24". So, if the range is 36" it will be reduced to 24" automatically. This doesn't affect the short range of the weapon. Such penalties are cumulative.

LONGER RANGE

The Mekboy has improved the design of the weapon, boosting the velocity of its projectile, lightening the ammunition, or using his secret knowledge to improve its range in some way. It is not wise to ask the Mekboy exactly what he has done. He either won't tell you and grimaces in annoyance at your impudence for asking, mumbles something vague about the "essential vigour of the grutzfunkit", or he'll wink knowingly and proclaim, "Tricks of da trade, Guv".



A Longer Range weapon gains +D6" to its total range. Its short range does not change. Make a note together with the character's other details. Note that you only roll the bonus range once when the job is finished and this establishes the weapon's new maximum range.

A weapon can be made Longer Range once without compromising its overall performance. So, an ordinary Ork shoota can be upgraded from range 18" to range 18"+D6" without suffering any reduction in Strength or rate of fire. However, this only applies once. If you want to make a weapon even Longer Range then you will compromise its performance in some way.

Should you want to upgrade a weapon so that it has an even Longer Range, you must take it to a Mekboy again in the same way as before. Once the 'Job's a Good 'Un' you gain a further +D6" on that weapon. However, you also incur some loss of overall performance. This is an inevitable result of modifying the weapon.

You can go on making the gun Longer Range but each time you add D6" you must reduce some other aspect of the weapon's performance. Roll a D6 on the table below, the second and each subsequent time the weapon is made Longer Range.

D6	Effect
1-2	**Slowed Fire.** If the weapon auto fired then it loses 1 Sustained Fire dice. If it fired with 1 Sustained Fire dice it now fires only a single shot. If it fired single shots it now requires more effort to reload and so the warrior using it cannot move and fire in the same turn. If duplicate results reduce the rate of fire to worse than this, then the weapon is useless and must be thrown away.
3	**Ammo Guzzler.** The Ammo roll is reduced to 'automatic'. If an Ammo test is required then the gun is automatically rendered useless for the rest of the game. If you should roll this result twice then re-roll a different effect.
4-5	**Kicks Some.** All shots are at a penalty of -1 to hit. Such penalties are cumulative.
6	**Lightweight.** Strength reduced by -1. Such penalties are cumulative.

MORE DAKKA

The weapon shoots faster, unleashing a hail of shots upon the enemy where previously it shot once. The Mekboy modifies the weapon, improving the design of its magazine, fitting it with rapid ejectors or adapting it in some clever fashion. Don't ask how – just be grateful it's turned out all right.

A More Dakka weapon does not shoot once but instead uses a Sustained Fire Dice. If the weapon already uses a Sustained Fire dice then it now uses one more. A linked weapon which is given More Dakka gains another Sustained Fire dice.

A weapon can be made More Dakka once without compromising its overall performance. So, an ordinary shoota can be upgraded from one shot to a single Sustained Fire dice without suffering any reduction in power or range. However, this only applies once. If you want to give a weapon even More Dakka then you will compromise its performance in some way.

Should you want to upgrade a weapon so that it has even More Dakka you must take it to a Mekboy once again in exactly the same way as before. Once the 'Job's a Good 'Un' you gain a further +1 Sustained Fire dice with that weapon. However, you also incur some loss of overall performance. This is an inevitable result of modifying the weapon. You can go on making the gun More Dakka but each time you add +1 Sustained Fire dice you must reduce some other aspect of the weapon's performance. Roll a D6 on the table below each subsequent time the weapon is given More Dakka.

D6	Effect
1	**Lightweight.** Strength reduced by -1. Such penalties are cumulative.
2	**Ammo Guzzler.** The ammo roll is reduced to Automatic. If an Ammo test is required then the gun is automatically rendered useless for the rest of the game. If you should roll this result twice then re-roll a different effect.
3-4	**Kicks Some.** All shots are at a penalty of -1 to hit. Such penalties are cumulative.
5-6	**Sawn Off.** Total Range reduced by D6" to a maximum of 24". So, if the range is 36" it will be reduced to 24" automatically. This doesn't affect the short range of the weapon. Such penalties are cumulative.

JOB'S A GOOD 'UN - VEHICLES

Vehicles can be made *Faster* (+D3" Thrust), *Smarter* (+1 Ld bonus on turns), or *'Eavier* (+1 Armour). This enables a successful Ork Nob to equip himself and his followers with superior vehicles as befits his status.

Faster	+D3" Thrust
Smarter	+1 Ld bonus on turns
'Eavier	+1 Armour

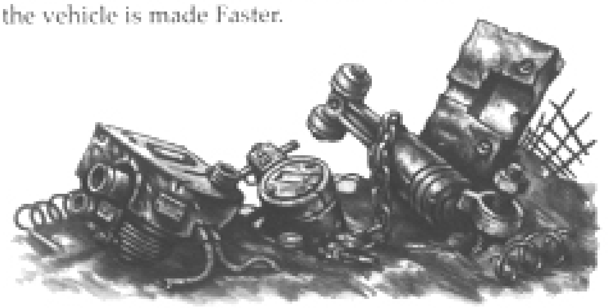
FASTER

Faster! The Mekboy modifies the vehicle's engines, improving the design of its fuel intakes, fitting it with superior injectors or tweaking it in some unfathomable manner. All Mekboys have their secret methods which they keep to themselves – don't dare ask what he's done or you might live to regret it!

A vehicle that goes faster gains D3" when it uses thrusters. Roll a D3 immediately to establish how much faster the vehicle goes: 1", 2" or 3" further. The vehicle's maximum thrust speed is increased by this bonus amount. Note that you only roll once when the job's finished and this establishes the vehicle's new maximum thrust speed.

A vehicle can be made Faster once without compromising its overall performance, increasing its thrust speed from 6" (from 5" for a trak) to a maximum of 9". However, this only applies once. If you want to make a vehicle even Faster than this, you will compromise its performance in some way.

Should you want to upgrade a vehicle so that it is even Faster, you must take it to a Mekboy once again in exactly the same way as before. Once the Job's a Good 'Un you gain a further +D3" to its thrust speed. However, you also incur some loss of performance in other aspects. This is an inevitable result of modifying the vehicle. You can go on making the vehicle Faster, but each time you add +D3" thrust you must reduce some other aspect of the vehicle's performance. Roll a D6 on the table below each subsequent time the vehicle is made Faster.



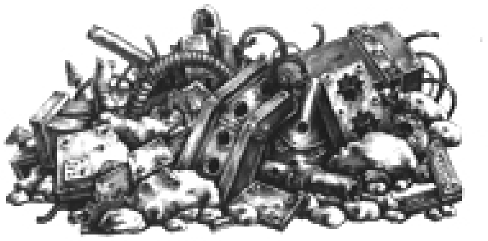
D6	Effect
1	**Dodgy Steering.** Steering is affected making the vehicle even harder to turn. When a Leadership test is required to turn the vehicle the driver suffers a -1 penalty.
2	**Lighter Armour.** All armour values are reduced by -2. The Mekboy has removed as much armour as he dares and drilled holes in the chassis into the bargain.
3-4	**Stripped Armour.** All armour values are reduced by -1. The Mekboy has stripped away armour to make the vehicle lighter.
5-6	**Smaller Gas Burners.** Gas speed is reduced by D3". Roll to see how much it is reduced by. Turns are divided into the vehicle's gas move in the normal way. For example, a vehicle normally moves up to 3", turns, moves a further 3" and turns again. However, with a reduced gas move it moves up to half its maximum move, turns, moves up to half its maximum move again and turns again. If gas speed is reduced to 0 then the vehicle's gas engines have been removed altogether and all moves must be made using thrusters.

Note: All the above effects are cumulative.

SMARTER

The Mekboy modifies the vehicle's suspension (or gives it some!), adds lighter wheels, tunes the chassis, or fits a decent set of tyres (nice wide ones, probably). Making a vehicle 'andle is one of the most closely guarded and arcane of all Mekboy tricks. Although the Mekboy won't tell you exactly what he's done, he will gladly spend an hour or so talking about 'lucky wishbones', 'tuning forks' and 'independent suspenders'.

A Smarter vehicle is easier to turn, especially at 'the edge' where it matters. When a Leadership test is required to turn the vehicle (or swerves to avoid a ram, collision, etc) you can now add +1 to the driver's Leadership value. So, a driver with Ld 7 can test against



8, a driver with Ld 8 can test against 9, and so on. A roll of two 6's (a score of 12) is always a failure no matter how many modifiers apply.

A vehicle can be made Smarter without compromising its overall performance. However, this only applies once. If you want to make a vehicle even Smarter then you will compromise its performance in some way.

Should you want to upgrade a vehicle so that it is even Smarter you must take it to a Mekboy once again in exactly the same way as before. Once the Job's a Good 'Un you gain a further +1 Leadership bonus. However, you also incur some loss of performance in other aspects – this is an inevitable result of modifying the vehicle. You can go on making the vehicle Smarter but each time you must reduce some other aspect of the vehicle's performance. So, roll a D6 on the table below each subsequent time the vehicle is made Smarter.

D6	Effect
1-2	**Lighter Armour.** All armour values are reduced by -2. The Mekboy has removed as much armour as he dares and drilled holes in the chassis into the bargain.
3-4	**Stripped Armour.** All armour values are reduced by -1. The Mekboy has stripped away armour to make the vehicle lighter.
5	**Smaller Thrusters.** Thrust speed reduced by D3". Roll now to see how much it is reduced by. The vehicle's maximum thrust speed is reduced by D3". If reduced to 0 then the thrusters have been removed altogether to improve the vehicle's 'andlin'.
6	**Smaller Gas Burners.** Gas speed is reduced by D3". Roll to see how much it is reduced by. Turns are divided into the vehicle's gas move in the normal way.

Note: All the above effects are cumulative.

'EAVIER

The Mekboy replaces the vehicle's armoured panels with thicker or stronger armoured plates. This isn't a difficult job, but the heavier a vehicle is the slower it gets and the more unpredictable its handling becomes.

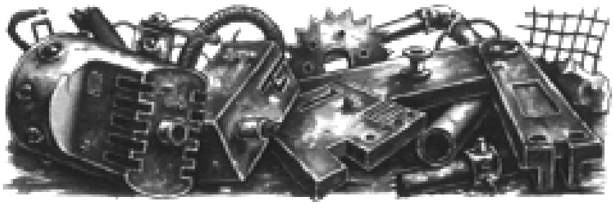
A vehicle which is 'Eavier gains +1 armour value on all its locations.

A vehicle can be made 'Eavier without compromising its overall performance. However, this only applies once. If you want to make a vehicle even 'Eavier than this you will compromise its performance in some other way.

Should you want to upgrade a vehicle so that it is even 'Eavier you must take it to a Mekboy once again in exactly the same way as before. Once the Job's a Good 'Un, you gain a further +1 to its armour values. However, you also incur some loss of performance, an inevitable result of modifying the vehicle. You can go on making the vehicle 'Eavier, but each time you add +1 armour you must reduce some other aspect of the vehicle's performance. Roll a D6 on the table below each second and subsequent time the vehicle is made 'Eavier.

D6	Effect
1-2	**Dodgy Steering.** Steering is affected making the vehicle even harder to steer. When a Leadership test is required to turn a vehicle the driver suffers a -1 penalty.
3-4	**Smaller Thrusters.** The vehicle's thrust speed is reduced by D3". Roll to see how much it is reduced by. If reduced to 0 then the thrusters have been removed altogether to improve the vehicle's 'andlin'.
5-6	**Smaller Gas Burners.** Gas speed is reduced by D3". Roll to see how much it is reduced by. Turns are divided into the vehicle's gas move in the normal way.

Note: All the above effects are cumulative.



DOC'S SERJERY

Going to the Doc is fraught with uncertainty – will the Doc remember which bit to fix? Will he get distracted and leave the job half finished? Will he decide it's time to try that new brain transplant technique he's thought up? All in all, it's enough to keep even hardened Ork warriors away.

The one positive side to all this is that Docs get on well with the Mekboyz (being in a similar line of work, fixing and improving things, albeit Orks rather than machines). This means they often have lots of snazzy bionik bitz which will, hopefully, enhance an Ork's prowess no end. Desirable as bioniks might be, only Orks which are already injured will risk having them fitted. Bear in mind that, like gubbins, bioniks must be shown on the model of the warrior they are fitted to. Think twice before sending warriors to the Doc because you will have to do some converting and major surgery of your own.

JUST SAY "AAAARRGH!"

After any game you can take an injured warrior to a Doc. It does not matter when the warrior suffered the injury, he may go to the Doc's at any subsequent time. In fact, it is more likely that the warrior will wait for a few battles as it may take some time for the rest of the mob to 'persuade' him to go.

When you take an injured warrior to a Doc you can ask him to perform one of four kinds of serjery:

1. **Kustom Arm Replacement.** For warriors with arm wounds.
2. **Kustom Leg Replacement.** For warriors with leg wounds.
3. **Rebuilt Kranium.** For warriors with head wounds or who are blinded in one eye.
4. **Doc's Surprise!!!** For warriors with chest wounds or old battle wounds.

DA DOCS' CODE

Docs never mess with another Doc's work, (it would break da Docs' code), so a warrior may not have the same type of bionic replacement more than once. A warrior, for example, may not have two Kustom Leg Replacements, or two Doc's Surprise bionik bitz, etc.

Also, the Meks never mess with any Doc's work in case they get injured and taken to serjery themselves. There have been rumours of Docs getting revenge on their patients by giving them squig brain transplants! None of the Doc's Kustom Bionik Replacements may be further kustomised by the Meks.

DA BIG DAY

Determine how the Doc has performed his serjery by rolling on the table below. This is done immediately – although in reality it obviously takes a while to work on your warrior, it is convenient to work out these details after each game, along with advances for your Boyz and other 'between game' calculations.

DA BIG DAY TABLE

D6	Result
1	**Dis is a New Technique.** Roll on the Eksperiment Table. Despite the fact the job has been well and truly messed around, the Doc demands D6 teef for his work.
2	**Da Patient is Restin'...** The Doc has performed serjery but the warrior is still recovering. See *Da Patient is Restin'*, below, for any effects.
3	**Which Wun Was It?** The Doc has forgotten which procedure he was supposed to perform and has done something else. The one you wanted definitely won't be the one carried out, so roll a D3 to randomly determine which of the other three types of serjery was performed instead. When you have found out which other serjery the Doc has done, roll on the appropriate Job's a Good 'Un table. The Doc still demands D6 teef for his work.
4-6	**Job's a Good 'Un...** Hurrah! The Doc has successfully completed the serjery. He presents you with a bill for D6 teef for his work. Refer to the appropriate Job's a Good 'Un table.

DA BAD NOOZ

Unless the Doc's patient is restin' you have to pay your bill... yes, even for a bodged job or for unwanted bioniks. The cost is D6 teef (added to the warrior's cost) payable immediately. If you can't afford it the Doc 'looks after' your warrior whilst you scrape together the cash – so you can't use him until you've paid your bill.

DIS IS A NEW TECHNIQUE

The Doc has tried a new, eksperimental technique. It's a complete failure but the Doc insists the patient is fine, and just a little groggy. For now all you need to know is that the warrior has been eksperimented on and the promised bioniks either haven't been fitted or don't work. You don't get to find out the extent of the damage until you actually use the warrior in a game.

In the next game in which the warrior is used roll a D6 either immediately before you first move him or before he shoots a weapon, whichever happens first. You never get to find out what dubious practices the Doc's been up to until you use the warrior in combat.

CORRECTIVE SERJERY

Once you have finished the game can you take the unfortunate warrior back to the Doc.

The Doc will perform the serjery originally asked for, (i.e, the one you asked for before you rolled the 'Dis is a New Technique' result). Roll on the appropriate Job's a Good 'Un table.

While he is at it, the Doc will sort out any effects the warrior suffered from the 'Dis is a New Technique' result. The effects are cured and do not affect the warrior any more. This costs you nothing and does not prevent the Doc doing other serjery for you at the same time. Most eksperiments can be automatically sorted out, with lots of necessary extra scarring, but *Steel Teef* are permanent and *My Brain 'Urts* must be treated with a free *Rebuilt Kranium* at some other time.

DA PATIENT IS RESTIN'

The Doc has finished the serjery and it has all gone to plan, except that the warrior hasn't woken up yet! He assures the rest of the mob that their mate is OK and they eventually walk away muttering things like "He betta be..." and "Zoggin' mad Doc". The Doc begins to worry that his reputation will be destroyed, (not to mention his serjery), if the patient does not wake up, so he takes special care of the warrior and even replaces some of the teef he nicked!

The warrior misses the next game but the serjery is a success so you may roll on the appropriate Job's a Good 'Un table after the battle. You still have to pay the Doc D6 teef for his work.

JOB'S A GOOD 'UN

The Doc announces that the operation was a complete success. The warrior re-joins his mob complete with his new bionik bit to show off to his mates. Refer to the relevant replacement table to see what the Doc has fitted to your warrior.

EKSPERIMENT TABLE

D6	Eksperiment
1	**Not Enough Nailz.** The new bionik bit looks fine but once in combat it whirls around madly, explodes or simply falls off. The warrior goes out of action immediately.
2	**Duuuuh...** Some combination of anaesthetic (ie, being smacked on the head with a mallet) and fungus-based drugs has turned the warrior into a drooling idiot. He may only move or shoot if there is another friendly model within 2" to remind him how. He may fight in close combat normally (natural instinct!).
3	**Sumfink's Missin'.** The Doc has removed some organs that the patient "never needed anyways". Unfortunately, the patient *does* need them and suffers -1 Toughness for the rest of the game.
4	**My Brain 'Urts.** The Doc's over-enthusiastic brain serjery has inflicted a head wound on the warrior, exactly the same as the 'Head Wound' serious injury. Roll a D6 immediately. On the score of 1-3 the warrior is subject to *stupidity* and on the score of 4-6 he is subject to *frenzy*.
5-6	**Steel Teef.** The Doc has removed the patient's teef and replaced them with steel ones (some Docs get very rich, very quickly). Though the warrior is now immune to the 'Gobsmacked' serious injury, he suffers -1 Leadership as his steel choppers just aren't properly Orky.

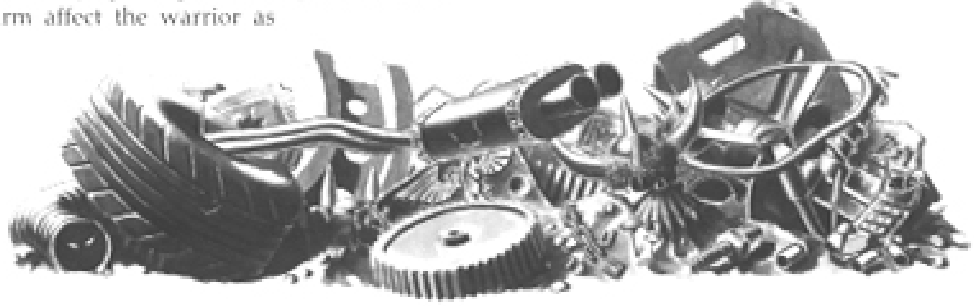
JOB'S A GOOD'UN TABLES

KUSTOM ARM REPLACEMENT

Roll a D6 to determine which arm has been kustomised. On a 1-3 it is the left and on a 4-6 it is the right. This roll is made regardless of which arm has been injured! If the warrior has previously suffered an Arm Wound to the arm that has been kustomised then he is no longer affected by the injury. Any later injuries to the kustomised arm affect the warrior as normal.

If a warrior has a bionik arm he may not use any weapons that require two hands to use.

To find out what the Doc has fitted to your warrior roll a D6 and consult the following table.



DA KUSTOM ARM REPLACEMENT TABLE (Roll a D6)

1 **Hook Arm.** The warrior has woken up to find his forearm replaced by a hook. The hook is probably some kind of heavy engine part that one of the Doc's Gretchin found in the desert. The warrior suffers -1 to his Weapon Skill because the engine part is so heavy!

2 **Kutta Arm.** The Doc was obviously short of teef as he has replaced the warrior's arm with a brutal-looking knife. The warrior may not use any other weapon with that arm.

3 **Telescopic Arm.** A telescopic arm is simply an extendible arm! It is especially useful in close combat as it can extend and hold an enemy back while the warrior uses another weapon to finish him off. The warrior gains +1 Initiative in hand-to-hand combat and when attempting to board vehicles.

4 **Shoota Arm.** The warrior's arm has been replaced with a shoota. The trigger is attached to the warrior's nerve ends which means the warrior can shoot the weapon just by twitching his arm! Nothing may be held in the shoota arm.

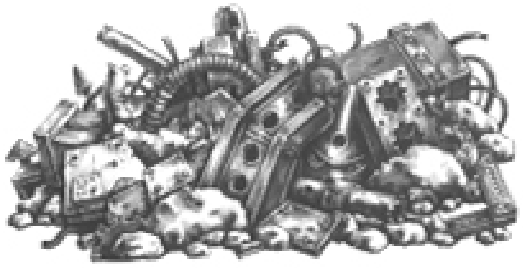
5 **Grapple Arm.** The fighter's arm has been fitted with a spring-operated grappling hook catapult! The hook may only be fired at vehicles as foot troops are quick enough to duck out of the way. The grappling hook may be fired in the shooting phase instead of another weapon, at a vehicle up to 8" away. Roll to hit as usual using the mobster's BS. If a vehicle is hit then the grapple has attached itself to it and the warrior automatically and immediately boards the vehicle. After each shot, hit or miss, the grapple hook is immediately dragged back into the arm, (using a special right base relay cog), and will be ready to fire in the next turn. No Ammo rolls are needed. Nothing may be held in the grapple arm.

6 **Claw Arm.** The Doc has fitted a huge power claw to the mobster's arm. The claw is self-powered and can crush buggies, buildings and just about anything the warrior wants with ease. The claw arm may only be used in close combat and has Strength 6, causes 1 damage and has a -3 saving throw modifier. No other weapon may be held in the claw arm.

KUSTOM LEG REPLACEMENT

Roll a D6 to see which leg has been kustomised. On the score of 1-3 then it's the left leg, on a 4-6 it is da uvver one. This roll is made regardless of which leg has been injured. If the warrior has previously suffered a Leg Wound to the leg that has been kustomised then he is no longer is affected by the injury. Any later injuries to the bionik leg affect the warrior as normal.

To find out what the Doc has fitted to your warrior roll a D6 and consult the following table.



DA KUSTOM LEG REPLACEMENT TABLE (Roll a D6)

1 **Peg Leg.** This is the simplest and crudest leg replacement and usually only happens when the Doc is extremely low on supplies. The leg is often given a good coat of red paint to convince the mobster that his peg leg is state of the art Orky teknologee. The unfortunate warrior's Movement is reduced by -1"

2-3 **De-Lux Kicking Leg.** The Doc has replaced the warrior's leg with a de-lux kicking leg. The leg has a small motor in the knee allowing the warrior to give a super powerful kick in close combat. A mobster with a de-lux kicking leg gains an extra Attack in close combat.

4 **Telescopic Legs.** Telescopic legs are a marvel of Orky cunnin'. The legs can be extended or retracted to allow a warrior to move faster and see over tall obstacles. The effect is like having all the advantages of long legs, stilts and a ladder all at once. A warrior with telescopic legs may add D6" onto his run and charge moves. Note that this extra movement is added after the warrior's basic Movement is doubled, not before.

5 **Gyro-Stabilised Monowheel.** The gyro-stabilised monowheel is simply a single wheel that replaces the warrior's legs and is attached to a powerful engine. At first it is very difficult to master as steering is done by leaning in the required direction, and acceleration and braking are worked by twitching certain muscles. But as the Docs always say, "Kontrollin da monowheel is just like ridin' a bike – ya never ferget". True to this adage, no warrior has forgotten how to control their monowheel – mainly because he is serjically attached to it!

A warrior with a gyro-stabilised mono-wheel adds +2 to his basic Movement but may not move over difficult terrain. The warrior may not board another vehicle or climb up walls/ladders and counts as a vehicle when using reinforcements/reserves in scenarios.

6 **Traks/Wheels.** Docs often replace warriors' legs with a set of traks or wheels because the parts are readily available. They are a very popular leg replacement as the warrior can proudly race around the desert while the rest of the Boyz have to try to nick da Boss' buggy to join in the fun.

A fighter with this leg replacement must choose to have traks or wheels. If the warrior has wheels then he follows the same rules for moving as a buggy. If the warrior has traks then he follows the same rules for moving as traks (including gas engines and thrusting).

The warrior still uses the same rules for ramming, shooting and taking damage as a foot model. The warrior may not board another vehicle or climb up walls/ladders and counts as a vehicle when using reinforcements/reserves in scenarios. No other model may be transported on a warrior with traks or wheels.

If a warrior with traks suffers a leg wound then the movement of his gas engines and thruster engines is reduced by -1".

REBUILT KRANIUM

Every Doc in the business will tell you that his favourite serjery is brain serjery, the very pinnacle of the Doc's craft. Like their bodies, Ork brains are far more robust than human ones, which is fortunate as Docs like to have a good dig around a patient's skull before fixing him! In some cases, the Docs have been known to lose tools inside their patients' heads!

If the warrior has suffered a 'Head Wound' previous to getting a kranium rebuild then he is no longer affected by the injury. Any later injuries affect him as usual.

To find out what the Doc has rebuilt the warrior's kranium with, roll a D6 and consult the following table.

DA REBUILT KRANIUM TABLE (Roll a D6)

1 **Squig Brain Transplant.** Oh dear, the Doc has eksperimented by swapping the warrior's brain with a squig! This is a very risky and ground-breaking piece of serjery, as it all depends on the Ork body accepting a squig as its new brain and what type of squig it is! The squig-brained warrior will behave a little differently from the rest of the mob but his fellow Boyz will assume that this is just a side effect of the Doc's serjery.

Due to having a squig instead of a brain all characteristics in the warrior's profile are halved, rounding up. He may continue to fight, gain experience, and suffer damage as usual after his profile has been changed. Roll a D6 and consult the following table to see which squig has been put into the warrior's head.

D6	SQUIG
1-4	**Herd Squig.** Herd squigs are used by Slaverz to round up stray Gretchin. They are ferocious creatures but cannot think for themselves and always act on orders. A warrior with a Herd squig for a brain is subject to *stupidity.*
5	**Face-eater Squig.** Face-eater squigs are just plain nasty. They like to hang around on their own and attack anything that bothers them, including Orks! They are hard to befriend, but are very loyal and will defend their masters to the end. A warrior with a Face-eater squig for a brain *hates* all enemy mobs.
6	**Buzzer Squig.** Buzzer squigs are the most angry and hungry of all squigs. They fly around in swarms and eat anything that gets in their way. A warrior with a Buzzer squig for a brain is subject to *frenzy.*

2 **Doc's Tools.** The Doc seems to do a good job of patching the warrior together. Some time later though he realises he has lost one of his tools...

The warrior does not know anything about this but he will feel a twinge of pain every now and then if the tool gets lodged in some sensitive part of the brain. A warrior with a lost tool in his head has no advantages on the battlefield, but the serjery has cured his head wound.

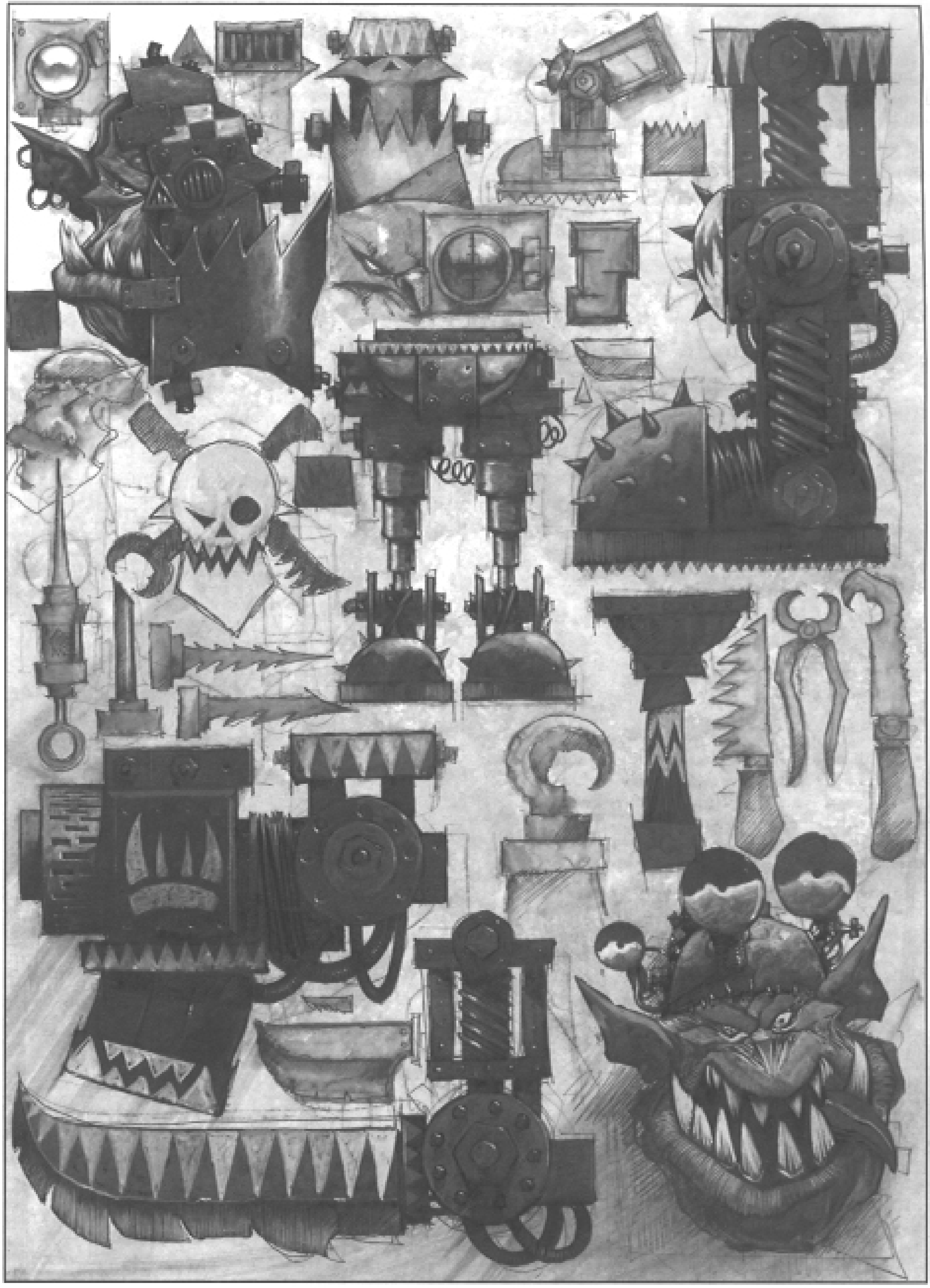
3 **Steel horns.** The warrior is now the proud owner of a pair of huge steel horns. He may use them in a special bull-like charge. When the warrior charges he receives an extra Attack for his horns.

4 **Steel skull.** Steel plates have been nailed to the warrior's skull to cover up all the holes. The steel skull makes the warrior look much 'arder on the battlefield. A warrior with a steel skull gains +1 to his Leadership for the respect he gains from the rest of da Boyz.

5 **Bionik eye.** The Doc has replaced the warrior's eye with a special bionik version with a cross hair visor and a range finder to allow the warrior to shoot better. The warrior gains +1 to hit when shooting with any weapon.

A warrior with a bionik eye is not cured of any head wound he previously suffered. Instead roll a D6 to see which eye is replaced: 1-3 the left, 4-6 the right. If the Doc replaces a blinded eye then the warrior is no longer affected with the injury. Any later injuries affect the warrior as normal.

6 **Iron mask.** The warrior's head has been completely replaced with a savage-looking cast iron mask in the image of Gork or Mork! The warrior is a fearsome sight and causes *fear* in battle. A warrior with an iron mask may no longer be affected by the 'Gobsmacked' injury.



DOC'S SURPRISE!

When a Doc decides to perform some eksperimental serjery it is rather like a lucky dip, you just don't know quite what you will get.

Orks often complain violently when they wake up to find their chest still 'urtin', and a huge kustom thruster boosta nailed to their back, but once everyone has calmed down patients usually realise that their new bionik bit improves their fighting prowess no end.

If a warrior has suffered a chest wound or an old battle wound previously to getting a Doc's Surprise bionik bit then he is cured and no longer suffers from the injury. Any further injuries affect the warrior as normal.

DOC'S SURPRISE TABLE (Roll a D6)

1. **Eksperimentation.** The Doc tried out an eksperimental technique on the warrior, but half way through the operation he got bored and decided to try something different... The end result of the operation is that it failed... badly. The warrior gains no bionik bitz and must roll once on the Serious Injuries Table. If the warrior rolls 'Bitter Enmity', 'Captured' or 'Dead' then re-roll the result.

2. **Iron Lung.** The warrior's lungs have been patched up with huge iron plates. The Ork suffers no ill effects from the serjery, except that he finds it rather hard to breathe sometimes. A warrior with iron lungs suffers -1" to his basic Movement when he runs or charges. This means that a warrior with a Move of 4 may make a normal move of 4" but may only charge and run 6" (2x3").

3. **Kustom Thruster Boosta.** The warrior has had a huge thruster boosta fitted to his back. The boosta can only be used once per battle as it cannot be switched off after it has started. A warrior with a kustom thruster boosta may make a thrust move just like a buggy. The thrust can be used once per game and uses the same rules as a thrusting buggy except that the warrior cannot stop making thrust moves until he fails his Thrust Test roll. When the warrior fails a Thrust test, roll on the Thruster Buster Table as normal. His movement immediately ends after he has completed the thrust (he can't even turn in place).

   A warrior with a kustom thruster boosta may not have any kustom leg replacements. If the warrior already has a leg replacement, re-roll.

4. **Fungus Bref Lungs.** The warrior has been fitted with a fungus fermentation vat to aid his digestion. Unfortunately the device produces a lot of gas so the Doc has fitted a storage compartment, which allows the warrior to let out a jet of noxious gas at will. Any enemy fighting the warrior in close combat suffers a modifier of -1 to their Weapon Skill. The smell puts them off!

5. **Fuel Injection Implant.** The Doc has fitted a refillable cylinder of fungus fuel, complete with external tap and valve, into the warrior's body and connected it to his blood supply. The warrior can simply turn on the tap and allow a steady flow of fungus fuel directly into his bloodstream.

   At the start of the warrior's turn you must declare whether he is using the implant or not. If he does, his basic Movement and Initiative are increased by +2. At the start of each turn that the warrior uses his implant roll a D6. On the score of a 1 the fighter immediately goes down. On the score of 2+ his metabolism survives the fungus fuel for that turn. The warrior may use the fuel implant for as many turns as he wants but he must test at the start of every turn in which he uses it.

6. **Cybork Body.** The Doc thinks that the warrior has too many injuries to fix and rebuilds the warrior's entire body with bionik parts. All those fungus fuel pistons give the warrior tremendous strength and all the extra metal plates nailed to his body make him harder to hurt in battle.

   All the metal plates nailed to the warrior's body give him an armour value of 9, instead of a Toughness value. If any hits penetrate the warrior's armour roll a D6. On the score of 4-6 the warrior explodes and is taken out of action immediately and on a roll of 1-3 the warrior is unharmed by the attack. The warrior may not wear any other form of armour. If a warrior with a cybork body gains any advances to his Toughness re-roll the advancement.

PLAYING CAMPAIGNS

When playing a campaign, there are certain things you must do before and after each battle. Before the game you need to sort out what type of battle is being played and any other **pre-battle** details. After each battle you must work out the extent of warriors' injuries, how much income the mob collects... and what they spend it all on! This is called the **post battle sequence**.

PRE-BATTLE SEQUENCE

Before the battle, work through the following sequence.

1. Determine Scenario. The player with the lowest mob rating rolls 2D6 and consults the **Scenario Table**. If the scenario has an attacker and a defender, the player who chooses the scenario is the attacker.

2. Recurring Injuries and Damage. Roll for warriors with Head Wounds and Old Battle Wounds to see if or how they are affected by their injury. Also roll for 'Unreliable' vehicles.

3. Set up and Deploy. Set up the terrain and deploy your mobs as detailed in the scenario description.

You can now start fighting!

POST BATTLE SEQUENCE

Once the battle is fought and won, the players should work through the following sequence. You do not have to complete the entire sequence straight away (you may want time to consider your purchases) but any dice rolls made should be witnessed by another player.

1. Injuries. Roll on the **Serious Injuries Table** for fighters who are out of action at the end of the battle. Remember that downed fighters will go out of action and suffer a serious injury on a D6 roll of 1, 2 or 3.

2. Experience. Allocate Experience points as shown in the scenario's description and roll on the Advance Table if required. See the **Experience** section for more details.

3. Income. Work out how many teef are earned from your mob's mine and Scrap counters they picked up. Then determine how many teef are added to your hoard, as explained in **Da Fort** section.

4. Mektown! You can visit the **Mekboy's Workshop**, the **Doc's Serjery** and buy any new warriors, gubbins and additional equipment.

5. Da paperwurk. Update your mob roster and work out your new mob rating.

You're now ready for another bash!

DISBANDING (GIVIN' UP!)

There may come a time when all your buggies have crippling damage, half your Boyz spend each battle nursing their old battle wounds, while the rest are so shot up they have to hobble into combat. If this happens you may be so disheartened that you want to start afresh. If you start a new mob, you can re-hire veterans from your last mob along with your new recruits. You can only do this when you start up the mob, you can't buy them in later.

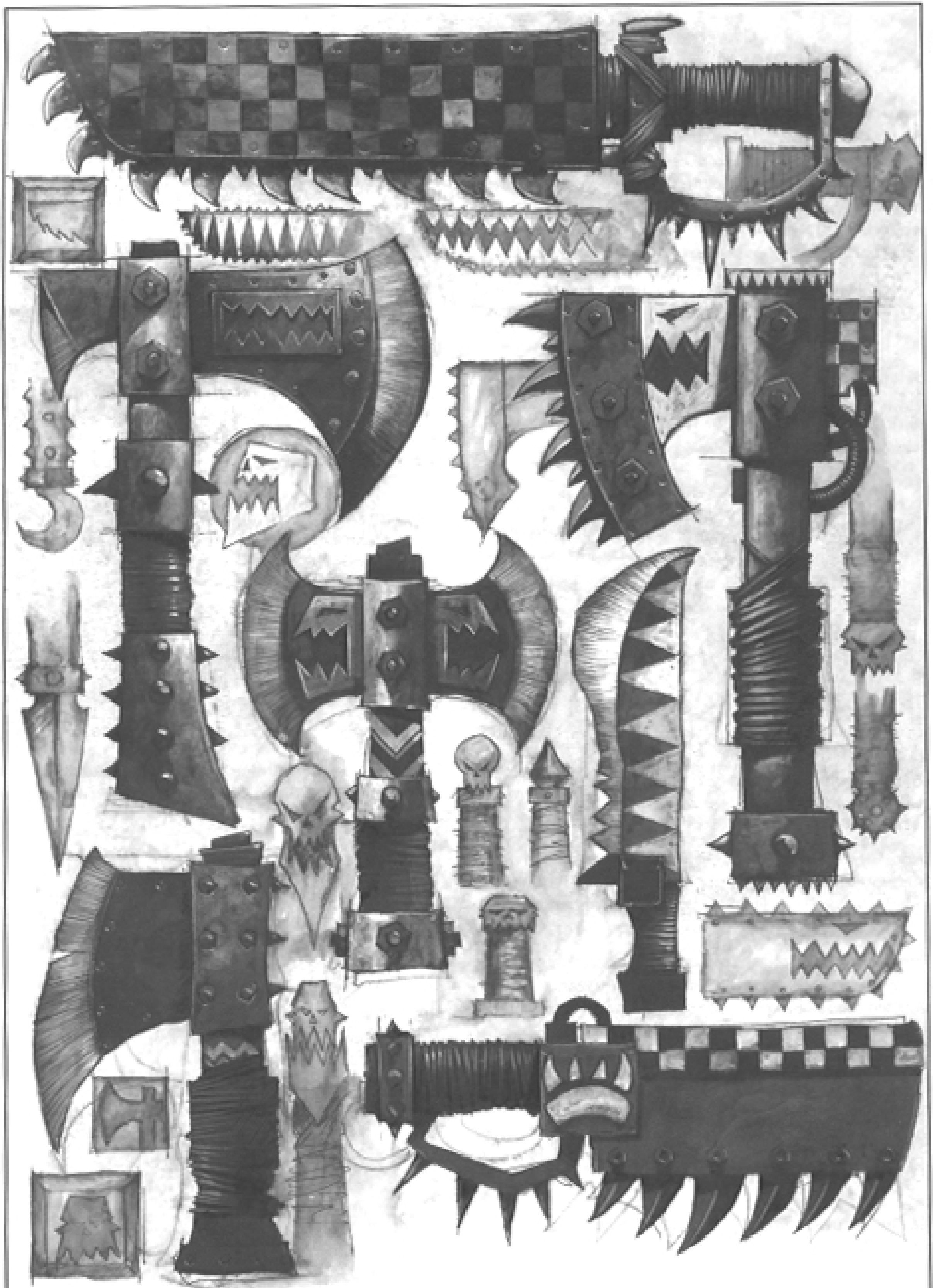
A re-hired warrior costs a number of teef equal to their normal cost plus their experience divided by ten (rounding up). So a Boy with a normal shoota and 36 Experience points would cost 7+ (36÷10=3.6) =9.6, which rounds up to 10 teef.

You can even re-hire your Nob if you wish. Ork Nobz are notoriously determined and no amount of set-backs will discourage them from believing that this time will be "Da Big Wun!".

RETIRING (DA EEZY LIFE!)

On Gorkamorka it is every Ork's dream to earn enough teef and accumulate enough janglies to be able to retire to Mektown and await the completion of Gorkamorka in relative comfort. Your mob is considered to have achieved this once its mob rating has reached 400 or more. At this point the mob no longer takes part in the campaign except in very rare and special circumstances.

When this happens, the mob pulls down its fort, sells all the scrap to the Mekboyz and settles down in Mektown. From here the mob will act as bodyguards for the Meks, or maybe they'll start their own racket, training and giving advice to the younger Yoofs, Boyz and Nobz of Gorkamorka (for the right price of course!). Such mobs are held in high regard and a certain amount of awe by other Orks and serve as an inspiration to young Ork Nobs to go and carve their destiny in the desert. Well done, you have served Gorkamorka well! It's time to start building up a new mob of hopefuls...



SCENARIOS

The mobs of Gorkamorka will use any excuse to fight each other. Sometimes they may clash over the right to dig for scrap, while on other occasions they may want to prove just who's the 'ardest mob around. The following scenarios allow you to fight in many of these different situations, from the straightforward *We Woz 'Ere Furst!* to the more involved *Da Siege.*

Before each battle, you will have to decide which scenario you are going to play. The player whose mob has the lowest mob rating rolls 2D6 and consults the Scenario Table, below.

If a player chooses a scenario when there is an attacker or defender, then their mob is always the attacking side.

If one of your warriors has been captured by an enemy mob, you may automatically play the *One of Our Ladz is Missin'* scenario against the mob holding them, if you wish. If you have just had a vehicle captured, you can play the variant of *One of Our Ladz is Missin'* as the next battle (it's too late after that!).

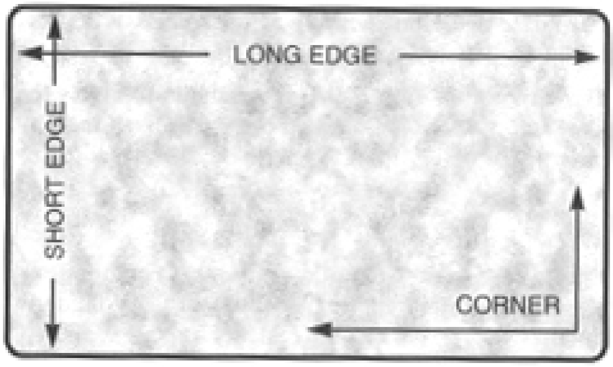
If the mobs have an equal mob rating, each player should roll a D6. The highest scoring player counts as having the lowest mob rating and rolls on the table.

SCENARIO TABLE

2D6	RESULT
2-3	The player with the highest mob rating may choose which scenario is played. The game is played in a particularly arid part of the desert, full of dust storms. Weapons may only be fired up to short range. There is a -1 modifier on any tests to use thrusters (so the first thrust passes on a 3+, the second on a 4+ and subsequent thrusts on a 5+).
4-6	Play the *We Woz 'Ere Furst* scenario.
7-11	The player with the lowest mob rating may choose which scenario is played.
12	Play *Da Fight* scenario.

PICKING A TABLE EDGE

In many scenarios it is important to know which is your 'edge of the table'. Sometimes this is dictated by the scenario and sometimes the player is allowed to choose any table edge. When you have the choice, the table edge can be one of the long edges, one of the short edges or even a corner (in which case the table edge extends halfway along the long edge and halfway along the short edge). The diagram below shows this more clearly.



PLACING TERRAIN

Before every game it is necessary to place the scenery that makes up the battlefield. A lot of this depends upon what terrain you have to hand and the scenario you are playing. Each scenario has a 'Da Desert' section which gives an idea of the area the battle is taking place in. It is here that you will be told whether you are using the fort, for example.

Your terrain should be placed so that it provides an interesting battle without allowing both mobs a totally free rein or hampering vehicle movement to such an extent that things get bogged down. Generally a couple of medium-sized dunes and a cluster or two of rocks will provide enough obstacles to require some thought. Some scenarios specify sparse terrain and in these circumstances you might want just a single cluster of rocks and one large dune, or maybe just a flat desert with only the odd rock dotting the surface.

When it comes to placing the scenery itself there are a number of methods you can use, and it's up to you to agree with your opponent which system you prefer. The simplest solution is to have both players sit down and place a couple of terrain features each in what they agree is an interesting situation. In many scenarios you won't know where your gang is deploying yet, so if you place terrain in a position you think is advantageous it may end up being more help to the enemy! We've found this generally stops people trying to do anything underhand.

Another method is for each player to roll a D6. The highest scoring player places one piece of terrain, then the other player gets to place another piece of terrain and then the first player again and so on. At any point one player can pass their turn and place no scenery in which case their opponent can place one more piece of terrain and then you're finished.

For a more random approach, use the following method. Each player takes turns, as above. However, after each terrain piece is placed, roll a Scatter dice and move the terrain piece 2D6 inches in the direction indicated. If you want a really random battlefield you could even roll the Scatter dice again, after the scenery piece has been moved, to determine which way the scenery is oriented on the battlefield.

The important thing to remember about all this is that Gorkamorka is a game of ferocious Orks battling each other to the death, not an exercise in 'desert planning'!

> The two buggies were neck and neck going into the narrow canyon. Magob, ignoring the dust stinging his eyes, was staring ahead to where the walls closed in even further. It was painfully obvious that only one buggy could go through at a time.
>
> Bracing himself, he pulled the 'fasta' lever and the buggy shot forwards. Tears filled his eyes as the wind and the dust made sight almost impossible. He was dimly aware that Snadrokk's buggy had stayed alongside. The two buggies were bouncing over the rocky ground less than a yard apart, both drivers desperately struggling to keep their vehicles under control.
>
> Ahead the rock wall was rushing toward him at an alarming rate, and Magob tried not to notice the wreckage littering the rocky spires that formed the neck of the canyon.
>
> Grimly, he gave the lever another yank and again the buggy leapt ahead, the steering rudder twisting in his hands like a wild animal. At the very last minute he hauled over the rudder to swipe Snadrokk out of the way.
>
> To his horror he realised that Snadrokk wasn't there. Evidently his rival had been unable to keep up and Magob had pulled ahead. The buggy lurched wildly across the canyon floor, bounced off a couple of loose rocks and slammed into the wall.
>
> Snadrokk, a short distance behind, saw the ominous column of smoke rising from the tangled wreckage and decided that sometimes not being able to keep up came in very handy.

LEAVING THE TABLE

Unless otherwise stated in the scenario description, any warrior which leaves the battlefield, either voluntarily or otherwise, is counted as a casualty (though there is no chance of a serious injury or permanent damage). If the only warriors of a mob left on the table are down (and any vehicles present are immobilised or wrecked), then the mob is considered to have voluntarily bottled out (see below) and has lost.

Any warrior that leaves the table carrying a Scrap counter automatically keeps it and there is no chance of the scrap being dropped (see *Scrap Counters*, below).

SCENARIO SPECIAL RULES

Some of the following scenarios introduce features such as running away ("Bottlin' out"), Scrap counters or fighting around an Ork fort. To save space and repetition, these rules are given here. Unless otherwise stated in the specific scenario, these rules are used exactly as given, whatever scenario you are playing.

BOTTLIN' OUT

As much as Orks love a good fight, there usually comes a time when one mob or the other thinks it's time to quit while they're ahead (of course, the opposition call this running away!). As a mob takes more casualties, it is more likely to start thinking of such sweet comforts as a barrel of fungus beer, a tasty squig kebab and not being shot at by a load of Boyz with big shootas. To represent this, in most of the scenarios the mobs will be required to take a *Bottle test*.

If a mob loses 25% of its fighters, the rest of the mob will start thinking about running off. Count up the number of warriors and vehicles in the mob. Once the mob has lost at least a quarter of this number, it will start taking Bottle tests at the start of each of its subsequent turns. Warriors that have been taken down or out count as casualties, and so do vehicles which have been immobilised or wrecked. For example, if a mob consisted of seven warriors and two vehicles (nine warriors in total), it will have to start taking Bottle tests once it has taken three casualties. Note that a mob may stop taking Bottle tests if some of its downed members later recover to flesh wounds, taking the number of casualties above 25% again.

To take a Bottle test, the mob's Nob must pass a standard Leadership test. If the Nob is down or out of action (or otherwise not present), test on the warrior with the highest Leadership who is still in action. If the Leadership test is passed, the mob fights on regardless of its losses. If the Leadership test is failed, the mob has lost all heart for the fight and runs away. Needless to say, a mob that bottles out has lost, and this may have other effects too (such as dropping scrap, see below).

Once it starts having to take Bottle tests, a mob may voluntarily bottle out at the start of any of its turns – before making a Bottle test, simply say that you're bottlin' out and the game is over (you cannot wait to see if you pass before deciding).

SCRAP COUNTERS

Much of the land around Gorkamorka, especially the Skid, is littered with the wreckage of the Orks' crashed space hulk. The mobs of Gorkamorka roam the surface salvaging these parts to sell to the Mekboyz and earn more teef. Scrap plays an important part in the lives of the Orks and is represented in many of the following scenarios by *Scrap counters*.

Each scenario details how the Scrap counters are placed on the battlefield, either stuck in the dirt or carried on the vehicles of one of the mobs.

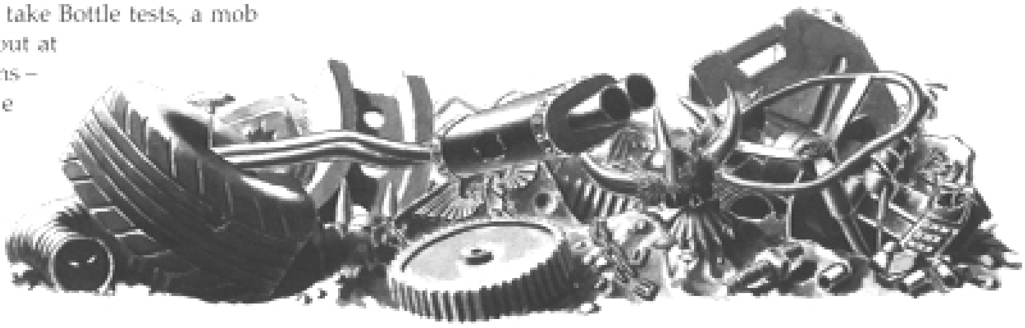
Any warriors may pick up Scrap counters lying on the ground by ending their movement next to the counter. Warriors carrying scrap halve their Move but may shoot and attack in hand-to-hand combat normally. Warriors that are down or out of action drop any scrap they are carrying; place the counter next to them. Each member of the mob may only carry one Scrap counter.

Vehicle drivers may pick up scrap if their vehicle spends a whole movement phase in contact with the counter (the driver leaps off his vehicle, digs up the scrap and then jumps back on again). A Scrap counter may also be loaded onto a vehicle by moving the warrior carrying it into contact with the vehicle before it uses its thrusters, leaving the warrior free to move at normal speed again.

Scrap counters on vehicles count as gubbins and any hit to that location means a Scrap counter falls off the vehicle, in addition to any other damage the shot may do. If the vehicle has no gubbins, the scrap absorbs the blow (and falls off) and the damage is not passed on to the next location.

A warrior carrying a Scrap counter when its mob bottles out must pass a Leadership test or drop the counter. Roll a D6 for each Scrap counter loaded onto a vehicle when the mob bottles out. On a roll of a 1 it falls off during their hasty (and bumpy) retreat and is left behind.

Each Scrap counter adds D6 teef to the mob's income for that battle, before working out expenses, not as profit.



DA FORT

Orks love to show off how rich they are and build forts out of spare scrap to cover their mine workings and generally let everybody in the area know that they're well 'ard and have lots of teef. Occasionally a fort will be the location for a battle.

Ork forts are made of scrap metal found in the desert and are built in a typically Orky fashion with excess amounts of bolts, spikes and armour plates. Many mobs keep a stockpile of scrap in their forts to protect it from other mobs until they can safely transport it to Mektown. Unfortunately, this is precisely the reason that enemy mobs attack forts.

The simple weapons of Gorkamorka cannot penetrate the heavy armour of forts so any mobs that attempt to besiege a fort must rely on getting themselves past the walls and attacking the defenders from the inside. The attackers can gain entry to the fort by either destroying the gate or by scaling the walls.

DA GATE

If one mob occupies the fort and no enemy warriors are inside, the player may elect to open or close the gate at the start of the turn. If there is nobody inside the fort, or there are warriors from both mobs inside, the gate will remain as it is, either open or closed.

The gate is well armoured but not as tough as the rest of the fort. It may be shot at (in which case it counts as a large target), attacked in hand-to-hand combat (just like a vehicle with no crew) or rammed. When the gate is rammed it counts as a normal head-on crash, but the gate also takes D3 damage (bikes only inflict 1 point of damage). The gate has an armour value of 9. Roll a D6 on the following table for each hit that penetrates.

D6	RESULT
1-2	The gate holds. A ramming vehicle takes damage as normal for a crash.
3	The hit weakens the gate. Future rolls on this chart add +1. A ramming vehicle takes damage as normal for a crash.
4	The hit has made a hole in the gate but only foot troops may move through it. A ramming vehicle takes damage as normal for a crash.
5	The fort gate is completely destroyed but wreckage is scattered around the area. A ramming vehicle takes damage as normal for a crash. Any other vehicle that moves into the fort takes 1 damage to the wheel/track location as it moves over the wreckage. Foot troops may move over the wreckage normally.
6	The fort gate is completely destroyed by the hit. A ramming vehicle takes damage as normal for a crash and the gate is now open.

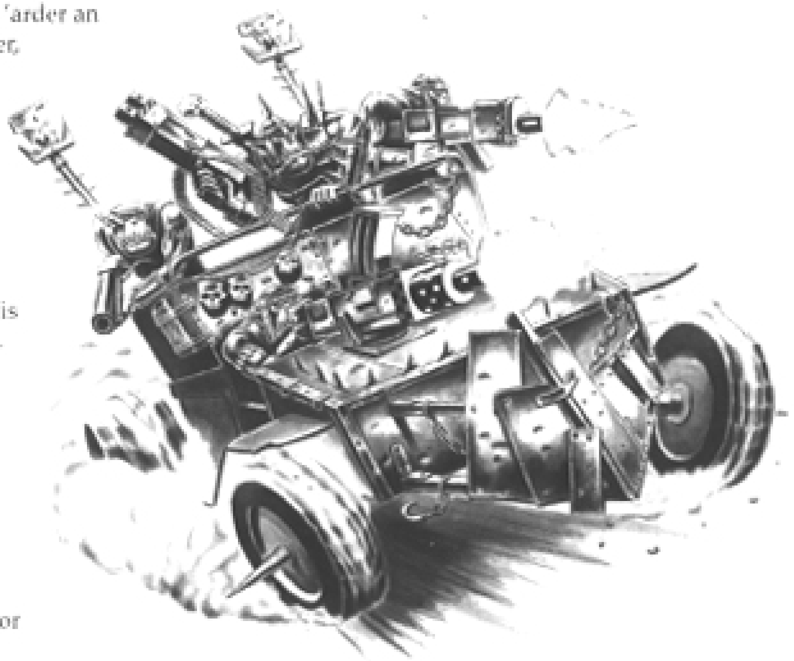
SCALIN' DA WALLZ

Any foot warrior may climb up or down the fort walls as the buckled plates and large rivets provide plenty of handholds. It takes 4" of movement to climb the wall. The warrior may charge or run while climbing the walls. If the warrior charges into combat, it suffers a combat modifier score of -1, instead of the usual +1 for charging.

If a vehicle with a Boarding Plank gubbins spent its previous movement phase not moving, and is within 2" of the wall, any warriors on board may charge up the plank and over the top. Warriors charging in this way suffer no penalty and gain the usual +1 modifier for charging into close combat.

SCENARIO I: DA RUMBLE

Orks have a natural hierarchy – the bigger and 'arder an Ork is, the more important they are. However, mobs occasionally need extra clarification on this matter and send some of their finest to take on all comers. These are very brutal affairs, with no mercy given or expected.



DA DESERT

The warriors need lots of room to move in this scenario, so the terrain should be pretty sparse.

MOBS

Any number of mobs may take part in this scenario.

Each mob is allowed to bring a single buggy, trukk or trak, with its driver. In addition, the vehicle may either have a fixed weapon and its gunner, or two warriors. No other vehicles or warriors may be taken.

Each player should roll a D6. Starting with the highest scoring player, each player places their vehicle within 12" of any table edge and at least 12" from enemy mobs.

STARTIN' – THE REVVIN' AN' SHOUTIN' ROLL

Each player rolls a D6, and adds the number of Orks in their mob on the table (Grots are too squeaky!) to see who makes the loudest noise. The player with the highest score gets the first turn, the second highest goes next, and so on (re-roll any ties).

HAND-TO-HAND COMBAT

As there are usually more than two mobs fighting in Da Rumble, the following rule is used to determine who fights in which hand-to-hand combat phase. Rather than all models in close combat fighting in every hand-to-hand phase, only warriors from the mob whose turn it is, or fighting against a warrior from that mob, fight in the hand-to-hand phase. Hand-to-hand combats that only involve warriors from other mobs are not resolved until the hand-to-hand phase of those players' turns.

ENDIN'

Nobody can bottle out in a rumble – there's far too much respect at stake for second thoughts. A mob has won once all enemy warriors are either down or out of action!

INCOME

The mobs may collect income as normal.

EXPERIENCE

Warriors that took part in the fight earn Experience points as follows.

+D6 Survives
Any warrior who survives the battle earns D6 Experience points.

+5 Wounding Hit
A warrior earns an extra 5 Experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

+5 Penetrating Hit
A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+1 Bein' Da Loudest
Each warrior in the loudest mob earns an extra 1 point of experience.

+10 Winning
The Nob of the winning mob earns 10 points.

SCENARIO 2: WE WOZ 'ERE FURST

Mobs like to race through the desert looking for scrap to sell to the Meks. Orks always look upon any area of the desert they are currently in as their mob's territory. When two mobs see each other they each assume that the other one is invading their patch and attack.

SPECIAL RULES

This scenario uses the Bottlin' Out and Scrap Counters special rules.

DA DESERT

The mobs meet in a standard area of the desert. Both players set up terrain in a mutually agreeable manner.

After the terrain has been set up and before the mobs are deployed, the players take turns to place D3+3 Scrap counters (in total, not each) anywhere on the board.

MOBS

Roll a D6. The player with the highest score may choose a table edge to deploy their mob on and deploys first. The opposing mob deploys on the opposite table edge.

Both players may deploy their mob within 8" of their table edge.

STARTIN'

Both players roll a D6. The player with the highest score gets the first turn.

YER COWARDLY GROT

Each Nob may issue a challenge once in this scenario. At any point during the battle one Nob may shout abuse at another and challenge him to a fight.

A Nob may choose to accept or decline a challenge. If he declines nothing happens though their reputation is reduced. If they accept both Nobz may only shoot at each other or the vehicles they are in, until they meet in close combat. They may move and fight in close combat with other models as normal. When they meet in close combat the challenge ends.

ENDIN'

The game ends when one mob fails its Bottle test or chooses to bottle out. In this scenario models that move off the table do not count as casualties. If one mob only has models that are casualties left on the table, the game immediately ends (this does not count as bottlin' out). If one side bottles out, the other has won, otherwise the winner is the mob with the most Scrap counters at the end of the battle. If both mobs have the same number of Scrap counters the battle is drawn and no Nob gains the extra experience for winning.

SCRAP COUNTERS

If one mob bottles out, they must test for dropping scrap as normal. The other side automatically gets any scrap left on the table or dropped. If the game ends with one side leaving the battlefield they keep any scrap they are carrying and the other mob gets any scrap left on the table. After the game, any Scrap counters held by each mob may be traded in for D6 teef each, which is added to the mob's income for the game.

EXPERIENCE

Warriors that took part in the fight earn Experience points as follows.

+D6 Survives

Any warrior who survives the battle earns D6 Experience points.

+5 Wounding Hit

A warrior earns an extra 5 Experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

+5 Penetrating Hit

A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

-D6 Declining a Challenge

If a leader declined a challenge during the game the number of Experience points he earns from the battle is reduced by D6. Only the Experience points gained from this scenario can be reduced. If the leader earned only 2 Experience points from the game, for example, his Experience points can only be reduced by 2.

+1 Carrying Scrap

A warrior earns an extra 1 Experience point for carrying a Scrap counter at the end of the game. Scrap loaded onto vehicles doesn't earn anyone experience.

+10 Winning

The Nob of the winning mob earns 10 points.

SCENARIO 3: LOOTAS

Looking for scrap is a risky business as rival mobs roam the desert with the same purpose. Many mobs just send a few Boyz to locate some scrap, who send word to the rest of the mob when they find some. Hopefully, the rest of da mob will come to help the Boyz and pick the scrap up before a rival mob finds them.

SPECIAL RULES

This scenario uses the Bottlin' Out and Scrap Counters special rules.

DA DESERT

The board is made of standard desert terrain except that the defender places D3+3 Scrap counters anywhere within 6" of the centre of the board.

DA MOBS

The attacker chooses a table edge to deploy their mob on but doesn't place any warriors there yet.

The defender must then choose one of their vehicles plus D3+3 warriors and deploy them within 6" of the centre of the board. The remainder of the defending mob must be split up into groups. Each group consists of one vehicle and as many warriors as you want (or can fit!), riding on the vehicle. If there are any warriors that cannot fit into any vehicle then they do not take part in the battle. The defending mob's groups move onto the board as reinforcements as described later on.

After the defender has finished setting up, the attacker may deploy all of his mob's vehicles touching his chosen table edge. All attacking warriors must be mounted on a vehicle. Any of the attacking mob's warriors which are not mounted on one of the vehicles may not take part in the battle.

DA PICK UP

A vehicle's gas engines take a while to build up pressure and so are not very good for emergency starts. For this reason, at the start of the game the defending vehicle on the table may only use its thrusters. At the start of the second and subsequent turns roll a D6 and add the turn number. A total of 7 or more means that the gas engines are on-line and can be used as normal from then on. A score of 6 or less means only thrusters may still be used.

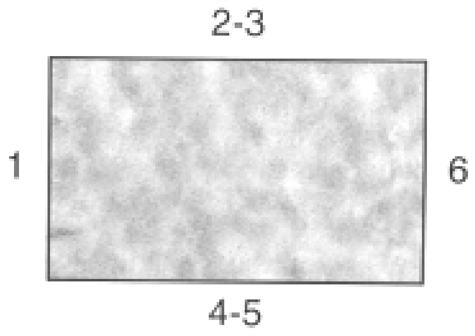
STARTIN'

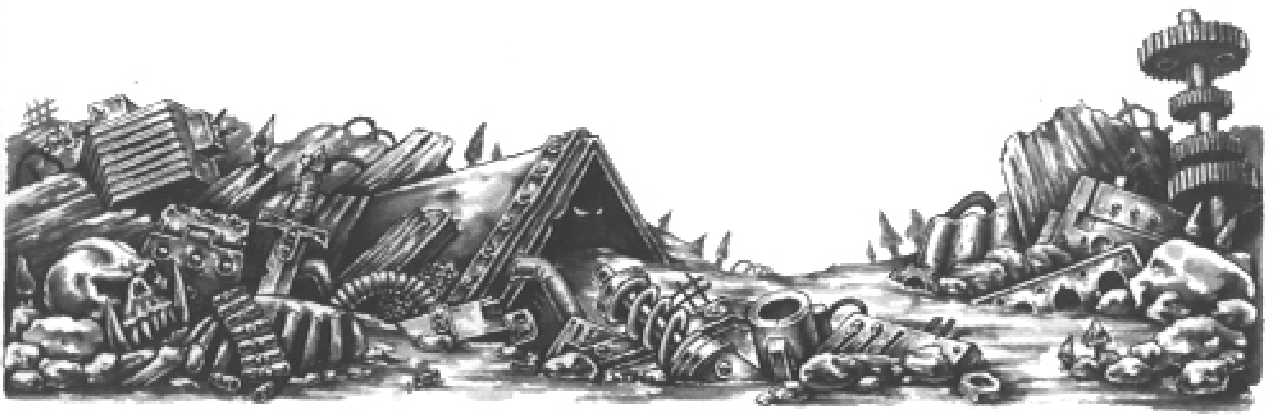
The defenders go first as they spot the attacking vehicles cresting the nearest slope!

DEFENDER REINFORCEMENTS

At the start of each defending player's turn after the first turn, roll for reinforcements as follows.

Roll a D6 for each defending group off the table. On a roll of 4+ the group enters the table from a random board edge (see the diagram below). On a roll of 1-3 the group does not enter the table that turn.





ENDIN'

The game ends when one mob fails its Bottle test or chooses to bottle out. In this scenario, models which move off the table do not count as casualties. If one mob only has warriors that are casualties left on the table, the game immediately ends (this does not count as bottlin' out). If one side bottles out, the other side has won. Otherwise the winner is the mob with the most Scrap counters at the end of the battle. If both mobs have the same number of Scrap counters the battle is drawn and no Nob gains the extra Experience for winning.

SCRAP COUNTERS

If one mob bottles out, they must test for dropping scrap as normal. The other side automatically gets any scrap left on the table or dropped. If the game ends by one side leaving the battlefield they keep the scrap they are carrying and the other mob gets any scrap left on the table. After the game any Scrap counters held by each mob may be traded in for D6 teef each, which may be added to the mob's income for the game.

EXPERIENCE

Warriors that took part in the fight earn Experience points as follows.

+D6 Survives

Any warrior who survives the battle earns D6 Experience points.

+5 Wounding Hit

A warrior earns an extra 5 Experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

+5 Penetrating Hit

A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+1 Carrying Scrap

A warrior earns an extra 1 Experience point for carrying a Scrap counter at the end of the game. Scrap loaded onto vehicles doesn't earn anyone any Experience.

+10 Winning

The Nob of the winning mob earns 10 points.

Bodrukk was not having a good day.

He'd driven his beautiful buggy into a rock, while showing off some "igh speed manoovers'. It had been humiliating having to push the twisted wreckage through Mektown, he hadn't had a headache like this since the headbutting contest weeks ago and now this grinning Mek was pointing out the hundreds of design faults that had caused the crash.

"Too much play in these 'ere thrunge sockets isn't there guv'nor? Wot kind of grotbrained klown put the gumpshun bearing underneath the sproggin' sokkit? 'Ole thing's a deathtrap. Tell you wot, you got me in a good mood, an' truth to tell, your story's reely touched me. Now, I got a brand new, 'aint 'ardly been driven much, soopa-delux model wot I can let you 'ave. Woddyer say?"

The Mek waved an expansive arm in the direction of a significantly smaller vehicle, riddled with bullet holes. Variously coloured liquids dribbled from cracked pipes and hastily nailed on patches.

Bodrukk sighed inwardly, and tried to drag the Mek's attention back to his own vehicle. "I just wants you to straighten 'er out. Just make it go." An evil light entered the Mek's eyes. "Right y'are, boss. Ready in no time."

Gratefully, Bodrukk left.

The next day, headache gone, Bodrukk entered the Mek's little compound. "Yer gonna love this," cackled the Mek, fairly skipping to a large object covered with a tarpaulin. "Tadaa! Pretty good, eh? Goes like stink... it's even got an extra dead 'ard stylin' kit wot I threw in for free, 'cos I like you." As he threw back the cover, he seemed to be having trouble meeting Bodrukk's appalled stare. "Where's me buggy? Wot 'ave you done with me buggy? WHERE'S ME ZOGGIN' BUGGY?"

"Well," wheedled the squirming Mek, "I woz fixin' your buggy, an' it sort of... came apart... in me 'ands like...! So anyway, I sez to meself, 'Wot he wants is a new model, sumfin shooty, sumfin dead 'ard.' So I thought, well, you said to straighten 'er out, but you forgot to say which one – wot with you not being yourself an' all."

Bodrukk clenched his fists and then thought better of it. He'd been here before. "'Ow much?" he sighed.

SCENARIO 4: DA FIGHT

When two mobs have a dispute, one of the most popular ways of settling the problem is to challenge the opposing mob to a straight fight.

Fights are held deep in the desert to avoid any other mobs from sneakily joining in. Both mobs line up opposite each other and make as much noise as possible to scare their opponents. After the engine revving and loud bellowing, both mobs charge wildly towards each other to prove who is the toughest.

SPECIAL RULES

This scenario uses the Bottlin' Out special rules.

DA DESERT

The terrain for this scenario should be sparse as every Ork wants to look the enemy right in the eyes before charging.

MOBS

Only vehicles and warriors mounted on vehicles may take part in the fight. Each player brings their whole mob to the fight.

Each player should roll a D6, the highest scoring player chooses a table edge and deploys their mob. The other mob is deployed on the opposite table edge.

Each mob deploys within 12" of their table edge.

STARTIN' – THE REVVIN' AN' SHOUTIN' ROLL

Each player rolls a D6 for each vehicle in their mob, and adds the number of Orks in the mob (Grots are too squeaky!) to see who makes the loudest noise. The player with the highest total score gets the first turn.

RULES OF ORKY SPIRIT AND 'ONNA

There are only two rules in a fight. The first is to make as much noise as possible before the fight begins. The second is that no Ork may shoot until they have been involved in a ram or a boarding action. After making a ram or attempting a boarding action (the closest a footer can get to making a ram!), any Orks involved may act normally.

Grots are far too sneaky and have no conception of the rules for settling grudges. Grots may move and shoot normally without being involved in a ram.

ENDIN'

Important: Bottle tests are taken after 50% casualties have been suffered rather than the usual 25%.

The game ends when one mob fails its Bottle test or voluntarily bottles out.

Important: Due to the very brash and Orky approach to fame and fortune, a smaller mob that takes on a bigger mob in a head-on fight will receive more renown than if it tries something sneaky. A mob that loses to a higher-ranking mob earns an extra 1 Experience point for each member taking part, and earns an extra 2 Experience points if they won. This is in addition to any other Experience benefits from taking on a harder mob.

INCOME

The mobs may collect income as normal.

EXPERIENCE

Warriors that took part in the fight earn Experience points as below.

+D6 Survives

Any warrior who survives the battle earns D6 Experience points.

+5 Wounding Hit

A warrior earns an extra 5 Experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

+5 Penetrating Hit

A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+1 Bein' Da Loudest

Each warrior in the loudest mob earns an extra 1 point of Experience.

+10 Winning

The Nob of the winning mob earns 10 points.

SCENARIO 5: DA CHASE

Scrap in the desert can be used by the mob and its Spannerz, but its highest value is amongst the Meks of Mektown. However, some cunning mobs don't like to do all the grubbin' about and diggin' involved in collecting scrap, and just hang around the Skid and give chase to any mob attempting to get to Mektown with their hard-earned loot.

SPECIAL RULES

This scenario uses the Bottlin' Out and Scrap Counters special rules.

DA DESERT

Da Chase takes place in the Skid so not much terrain should be used apart from a few rocks, low dunes and the occasional cliff lining one of the sides. If a terrain piece moves off the table (see below) both players should roll a D6. The highest scoring player may place the piece of terrain anywhere along the leading table edge, creating a continuous stretch of da Skid.

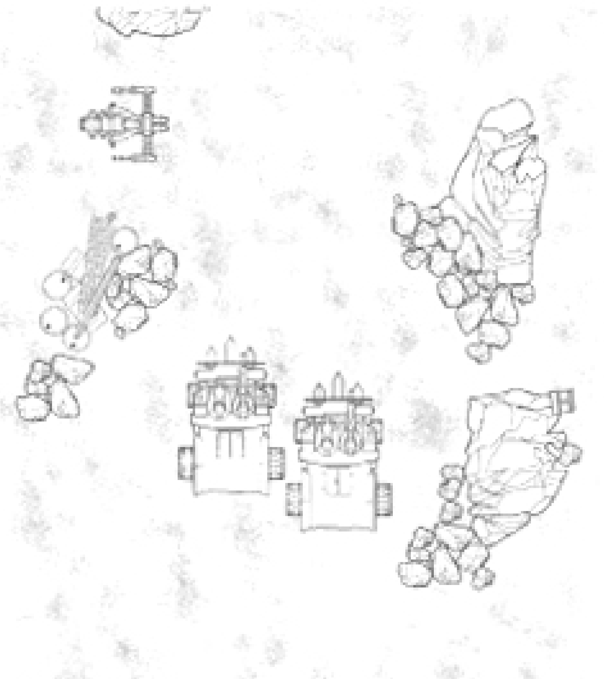
MOBS

Both players use their whole mob. Only vehicles and warriors riding on vehicles may take part in da Chase. The defending mob is deployed within 24" of one short table edge, all facing in the direction of the chase. The attacking mob is set up 18" behind the defenders facing in the same direction (if a vehicle is too long to set up this far away, just deploy it on the table edge).

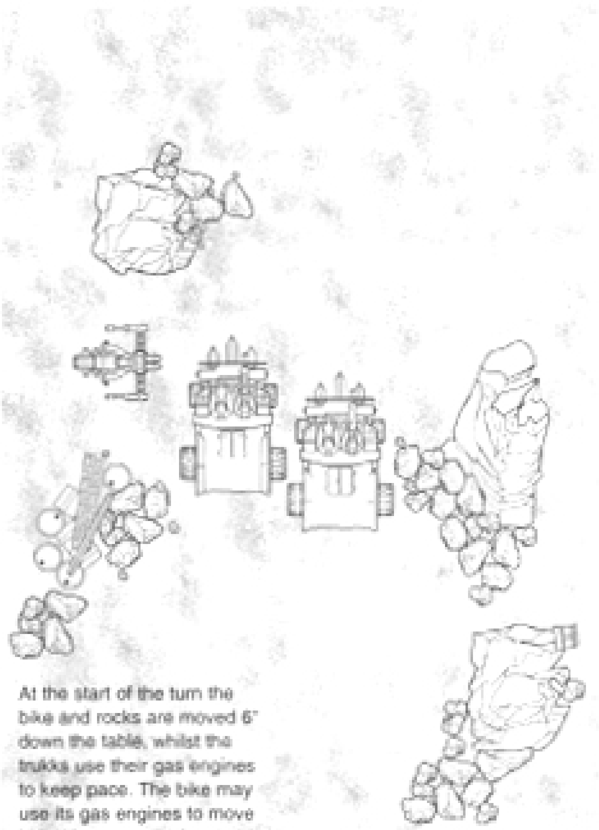
DA ROLLIN' ROAD

Da Chase takes place down the length of the table and you must decide which direction the chase is moving in. In this scenario movement works slightly differently to give the impression of speed. At the start of each of the attacker's turns (after the first), there is a special Rollin' Road phase. During this phase, the players work out the effects of chasing along the Skid at high speed.

During the Rollin' Road phase, each player must decide which of their vehicles are using their gas engines to keep up the chase and which are going to drop back. The Rollin' Road is assumed to be moving backwards at 6"



Two Ork trukks are racing each other down the Skid, while a bike has spun last turn and is facing more than 45° from the direction of the chase.



At the start of the turn the bike and rocks are moved 6" down the table, whilst the trukks use their gas engines to keep pace. The bike may use its gas engines to move in its turn as normal.

per turn. If a vehicle uses its gas engines to keep pace, then it stays in place. Vehicles at more than 45° from the direction of the chase will drop back as outlined above, as will any warriors on foot, Scrap counters and terrain.

Models that are not keeping up with the chase are moved 6" backwards in the Rollin' Road phase. Models which drop back in this way may move normally in their movement phase without restriction (vehicles can perform slow speed manoeuvres and so on). Vehicles that used their gas engines to keep pace may only use their thrusters in their movement phase, as the movement for their gas engines has already been used keeping them in place. Don't forget that the terrain will move as well as the Ork vehicles race past rocks and dunes (watch out for crashes and collisions!).

With the exception of the defenders leaving their attackers behind (see below), any models that leave any table edge except the leading edge cannot return to the fight and are counted as out of action when taking Bottle tests. They count as having bottled out for the purposes of keeping scrap.

DA LOOT

Each defending vehicle has D3+1 Scrap counters strapped onto it. As usual, the scrap counts as gubbins and if it is hit one counter falls off automatically – place the counter next to the vehicle. Remember that Scrap counters do not move, so using the Rollin' Road rules the counters are moved 6" down the board in each Rollin' Road phase.

Each defending vehicle that moves off the short table edge in the direction of the chase is assumed to have escaped the attacker (now is a good point to shout "Eat my dust, ya skumbo!") and does not count as a casualty. Vehicles which move off any other table edge count as casualties as normal.

Remember that vehicles picking up scrap remain stationary and so will move down the Rollin' Road as detailed above (as will the scrap).

STARTIN'

The attacker moves first as his mob swoops down on their prey!

ENDIN'

The game ends when one mob bottles out or all of the defending mob's vehicles leave the table. If one side bottles out then the other mob are the winners, otherwise the mob with the most Scrap counters at the end has won.

SCRAP COUNTERS

Defenders who escape off the leading table edge do not have to test to keep their scrap if the mob later bottles out. If the attacker bottles out, make Leadership and 'bumping about' tests (see the Scrap Counters rules on page 89) to see if they drop their scrap as normal. The defender gets any scrap they were carrying at the end and any dropped scrap left behind (including scrap dropped by the fleeing enemy).

If the defender bottles out, make Leadership and 'bumping about' tests to see if they drop their scrap as normal. The attackers then have time to pick up any dropped scrap at their leisure.

After the game any Scrap counters held by the mobs may be traded in with the Mekboyz for D6 teef each, which is added to their income for the battle as normal.

EXPERIENCE

Warriors that took part in the fight earn Experience points as follows.

+D6 Survives
Any warrior who survives the battle earns D6 Experience points.

+5 Wounding Hit
A warrior earns an extra 5 Experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

+5 Penetrating Hit
A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+D3 Da Kings of Da Road
Every driver in the winning mob earns an extra D3 Experience points.

+10 Winning
The Nob of the winning mob earns 10 points.

SCENARIO 6: DA SIEGE

When mobs find a lot of scrap they become very rich. Orks like to show everyone just how rich they really are and the best way of doing this is to build an enormous fort in the middle of the desert that can be seen for miles around. Other mobs are naturally envious of the fort and will make every effort to capture it or blow it up!

SPECIAL RULES

This scenario uses the Bottlin' Out, Scrap Counters and Da Fort special rules.

TERRAIN

The fort should be placed in the centre of the board. This can be the only piece of terrain on the table but other desert terrain may be added if you wish. The defender must place D3+3 Scrap counters inside the fort.

MOBS

The defender may deploy D3+3 members of their mob inside the fort. Each vehicle counts as one member.

The rest of the defending mob must be formed into groups before the battle. Each group must comprise one vehicle and as many warriors as the defending player can (or wishes) to get onto it. These groups may enter the board as reinforcements (see below).

Any warrior of the defending mob who is not deployed on the board at the start of the game or part of a reinforcement group does not take part in the fight.

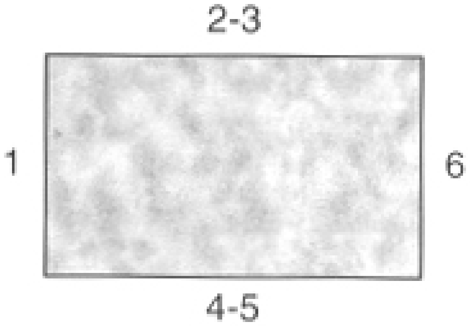
After the defender has deployed his mob then the attacker may deploy his entire mob anywhere on the table but not within 18" of the fort.

STARTIN'

The attackers get the first turn as they charge over the horizon, intent on their mission!

REINFORCEMENTS

At the start of each defender's turn after the first, roll a D6 for each group held in reserve. On the roll of 4+ the vehicle and all warriors riding on it enter the table from a random board edge (see the diagram below). On the score of 1-3 the vehicle does not enter the board this turn.



ENDIN'

In this scenario any attacking models that move off the table do not count as casualties.

The game ends when one of the mobs fails its Bottle test. **Important:** The defending mob takes Bottle tests after 50% of the mob are casualties rather than 25%. The defender does not have to start taking Bottle tests until at least one group of reinforcements has arrived. The attacking mob takes Bottle tests after the usual 25% casualties. The battle also ends if the attacker has only casualties left on the field.

If one side bottles out then the other mob has won. If the game ends any other way, the side with the most Scrap counters has won.

Ducking behind a rusting heap of pipework, Soglod quickly took stock of his situation. His buggy had jetted off into the desert, leaving him behind and was manoeuvring for another pass, while the Bad Skabs' buggy was on its side with the surviving Bad Skabs firmly entrenched behind it. All the other members of his own mob were still on the buggy. For the next few minutes he was on his own.

Cautiously he raised his head and was forced to duck as a fusillade of shots rang out, bullets rattling off the scrap pile in front of him. It was obvious that he would never make it to the Bad Skabs as long as they were lying in wait for him. He considered the options available and grinned. One chance remained to him. Pulling a stikkbomb from his belt he carefully set the klokwork, hefted it to find the weight and without looking, lobbed the spluttering grenade in a slow arc towards the ruined buggy.

Before it had reached its mark, he was on his feet and sprinting towards the Bad Skabs' position. To his relief they had all sought cover and no-one was shooting at him. As he ran, he shielded his face with his hands against the expected explosion. However, the stikkbomb was fizzing away merrily, lodged in the wreckage, without actually going off.

Gritting his teeth he vaulted awkwardly over the buggy and landed, hobnailed boots first, on a cowering Bad Skab. Automatically, Soglod stamped hard and was rewarded by the agonising crunch of bone under his foot. Not bothering to aim, he blazed around him with his pistol, and if anything came close enough he kicked it, bit it or punched it. All around he heard the rattle of the Bad Skabs' weapons, more than once he felt pain as he was hit, but he was used to pain.

There was no time to think, his actions were wholly instinctive. Years of fighting had taught him that thinking just made you slower and slower made you dead. Gradually it became apparent that nothing remained alive besides himself. Whistling cheerfully he picked up the unexploded stikkbomb and, jamming it under his belt, strolled off to rejoin his buggy.

SCRAP COUNTERS

If one side bottles out it must test to see whether it drops scrap as normal. The other side gets any scrap left on the table. If the game ends by the attacker moving off the table, they keep any scrap they were carrying and any scrap left on the table is claimed by the defender.

In addition, if the attacker wins because the defenders bottled out, they can pull quite a lot of scrap off the fort itself before they scarper. In this case, the attacking mob may add an additional 2D6 teef to their income for this battle.

Scrap counters can be traded in with the Meks for D6 teef each, which is added to the mob's income as usual.

EXPERIENCE

Warriors that took part in the fight earn Experience points as follows.

+D6 Survives

Any warrior who survives the battle earns D6 Experience points.

+5 Wounding Hit

A warrior earns an extra 5 Experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

+5 Penetrating Hit

A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+1 Carrying Scrap

A warrior earns an extra 1 Experience point for carrying a Scrap counter he holds at the end of the game. Scrap loaded onto vehicles doesn't earn anyone any Experience.

+D6 Gettin' In

The first attacker that gains entry to the opposing fort earns D6 extra Experience points.

-D3 Losin' Da Fort

If the defending mob bottles out the mob leader will lose credibility in Mektown. If the defenders lose the battle then the defending mob leader deducts D3 from the Experience points earned in this battle. This is only deducted from the Experience from this battle, not from Experience earned in previous battles.

+10 Winning

The Nob of the winning mob earns 10 points.

SCENARIO 7: ONE OF OUR LADZ IS MISSIN'

Sometimes a mob will capture an enemy warrior and put him to work in the mines. Although they can be ransomed back, the captive's mates may try a rescue attempt to free the unfortunate slave. They wait near the enemy's fort until they have left to look for scrap and then try to break in. Of course, if the owners come back early, they're not very pleased at the intrusion.

SPECIAL RULES

This scenario uses the Bottlin' Out and Da Fort special rules.

DA DESERT

The fort should be placed in the centre of the board. This may well be the only piece of terrain on the table but other desert terrain may be added if you wish.

MOBS

The defender may deploy D3 warriors in the fort. Only warriors on foot may be deployed in this way.

The rest of the defending mob must be formed into groups before the battle. Each group must comprise one vehicle and as many warriors as the defending player can (or wishes) to get on it. These groups may move onto the board as reinforcements as described below.

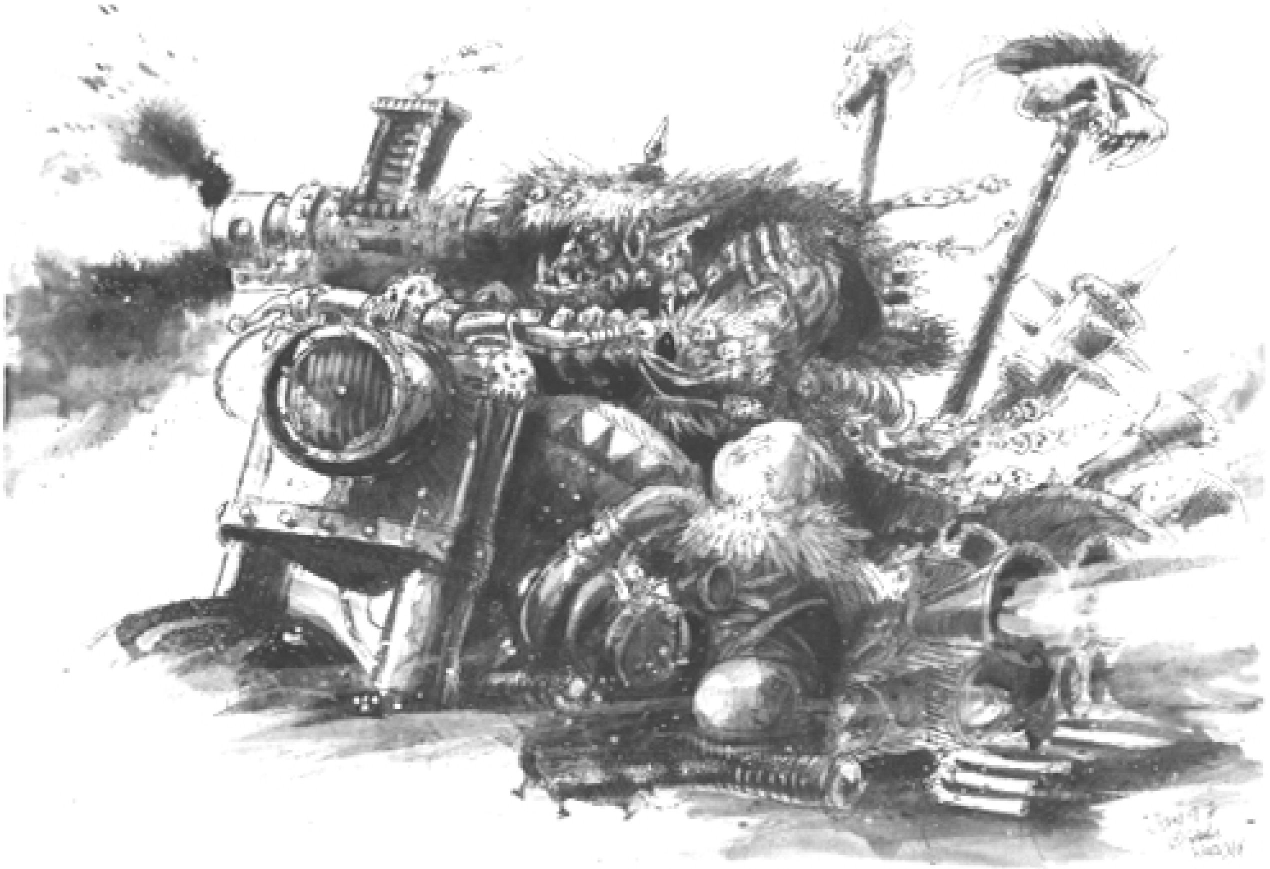
Any member of the defending mob who is not deployed on the board at the start of the game or as part of a reinforcement group does not take part in the fight.

The attacker may deploy no closer than 12" to the fort. The attacking mob's vehicles will arrive later as described below (they're too large and noisy to make a sneak attack so are kept hidden at the start).

The captive(s) must be placed in the fort, tied to a stake or otherwise kept quiet.

STARTIN'

The attacking mob goes first as they storm out of their hiding places.

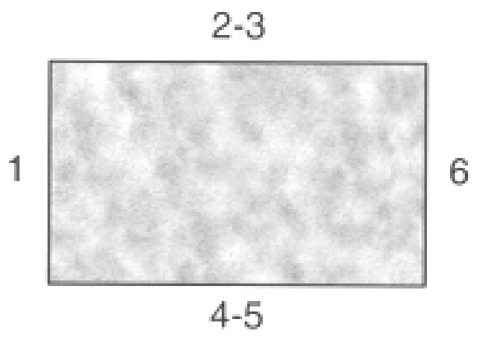


DA CAPTIVE

The captives may not move and do not have any weapons until they are freed, when it is assumed that their rescuer will slip them a single knife. The defenders are not allowed to attack or 'execute' their prisoner but must drive off the attackers. A captive can be freed by an attacking warrior that ends its movement in base contact with them and then spends the rest of the turn cutting them free (no shooting, fighting in hand-to-hand combat and so on). Once freed the captive may move freely and is best advised to head for the nearest table edge.

DEFENDER REINFORCEMENTS

Starting from the second turn, the defender rolls a D6 for each group at the start of each turn and adds the turn number. If the score is 8 or more, the group turns up, back from its scavenging in the desert. Each group arrives on a random table edge (see below).



ATTACKER'S VEHICLES

The attackers may bring on their vehicles from a random table edge at the start of any of their turns. However, the additional noise is likely to alert the nearby defenders. When the defender rolls for reinforcements they may add +1 to their rolls for reinforcements for each attacking vehicle on the table.

ENDIN'

The game ends when one of the mobs fails its Bottle test or the captives have escaped. **Important:** The defending mob takes Bottle tests after 50% of the mob are casualties rather than 25%. The attacking mob takes Bottle tests after the usual 25% casualties. The defenders do not have to take Bottle tests until at least one group of reinforcements has turned up. If the attackers manage to get the captive(s) off the table then the game ends immediately and they have won.

SCRAP

If the defenders bottle out, the attackers can pull huge lumps of junk off the fort itself before they scarper and therefore may add an additional 2D6 teef to their income for this battle.

ONE OF OUR BUGGIES IS MISSIN'

It is possible to play this scenario to reclaim a vehicle that has been captured. This must be done as the game immediately following the battle in which the vehicle was captured, otherwise the vehicle is turned to scrap by the mob that captured it. The vehicle must be placed inside the fort at the start of the game, and the defending mob may not use it. Any of the attackers who reach the vehicle may drive it away. The captured vehicle does not increase the chance of defender reinforcements turning up until the attackers start driving it away.

EXPERIENCE

Warriors that took part in the fight earn Experience points as follows.

+D6 Survives

Any warrior who survives the battle earns D6 Experience points.

+5 Wounding Hit

A warrior earns an extra 5 Experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted.

+5 Penetrating Hit

A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+5 Da Saviour

A warrior earns 5 Experience points for freeing a captive or driving away a captured vehicle.

-D3 Losin' Da Fort

If the defending mob bottles out the mob leader will lose credibility in Mektown. If the defenders lose the battle then the defending mob leader deducts D3 from the Experience points earned in this battle. This is only deducted from the Experience from this battle, not from Experience earned in previous battles

+10 Winning

The Nob of the winning mob earns 10 points.

Preliminary report on the initial survey of Angelis – Log entry extracts

UTILITATUM ADMINISTRATUM SOLUM
INSCRIPTOR: [illegible]
ILLUMINATOR: [illegible]
SCHOLA EDIATRIX: [illegible]
EDO PURIFICATUM: [illegible]
EDO DIABOLUS: [illegible]
EXEMPLARIS: [illegible]
TABULA LIBRARIUM: [illegible]

++TRANSMITTED: *Eternal Vigilance* (Angelis orbit)
+++++RECEIVED: Dolumar IV
++DESTINATION: Mars
++++++++DATE: 8116344.M35
TELEPATHIC DUCT: Astropath-terminus Kabel
++++++++REF: AdMech/019123298/GT
++++++AUTHOR: Chief Orbologist Luteus Vox

Thought for the Day

"Mysteries are simply facts we do not yet comprehend"

The Explorator vessel, ***Firmament Reproached,*** relayed its initial scans to us before departing for the next system [Gordiz [XCV - 104.EI2.75M.Bor]].

```
>>ATTACHED SYSTEM DATA
DOWNLOAD<<
>>TRANSMITTING<<
>>RECEIVED<<
```

Name: XCV-103 [EI2.75M.Bor]
Cluster: Borsis
Location: Ether Incognito
Attitude: VH50/HS260
Distance from Terra: 75,000 k-l
Primary type: Binary: -3B/+8K comb.
Orbital bodies: I: D-Class; Secondaries
Graviometrics: 1B*45/›5^2 68J+…

```
>>DOWNLOAD INTERRUPT<<
>>ATTACHED PLANETARY DATA
DOWNLOAD<<
>>TRANSMITTING<<
>>RECEIVED<<
```

Planet: Angelis [XCV - 103.EI2.75M.Bor]
Mean orbital distance: 125,700,000 km
Mass: 0.9 **Orbit:** 0.84
Rotation: 1.65
Equa dia.: 9,900 km
Gravity: 1.2 **Satellites:** 3

```
>>PLANETARY DATA DOWNLOAD
COMPLETE<<
```

•Log Entry [8100344.M35]:

Basic scans indicated a 0.00276 probability of life-bearing. However, the augurs of the Firmament Reproached *did register an unusual energy pattern. Comprised of various wave fluctuations, this energy spike is as yet arrhythmic, though it is possible that it is some kind of generator or beacon. It is definitely of no natural origin and we have tracked its main source to a set of alien structures on the surface. Archeo-investigator teams have been sent for and are due to arrive in four months. Venator class assayers have been despatched. We will send Indagator assayers shortly.*

•Log Entry [8109344.M35]:

Sixty Venator assayers were positioned, in a type 3 hexi-focal pattern, about the surface, scanning for life signs at every level. Secondary atmospheric sweeps indicate a rich nitro-oxygen atmosphere, contrary to most D-designated planets. Hopefully the indagator findings will expand upon this. The initial life scan appears to be accurate. Even bacteria, viruses and other nano-organisms are missing. Curiously, the extinction of life appears to be artificial in origin. The water density of the planet is exceedingly low, perhaps 1:32, maybe slightly less. The polar regions have not been evaluated yet, but will probably indicate nothing greater than 1:20 to 1:18.

•Log Entry [8112344.M35]:

Indagator results are still being processed. Background radiation is at extremely tolerable levels, discounting any theories of thermonuclear conflict or catastrophe. Atmospheric conditions appear to be deteriorating rapidly. Cyclic and anti-cyclic storms appear to originate from a zone of air current interlacing. Again, no natural cause can be attributed to this phenomenon.

Water density has dropped to 1:38, polar assayers indicate 1:26 density. There is no accounting for natural aridity of Angelis. It appears that these dust storms are a regular occurrence and account for much of the surface erosion.

There are several dormant volcanoes on Angelis, very small in size, situated in a millennia-worn mountain range. Erosion calculations estimate decay well in excess of 30M, perhaps even 70M or 80M!

This planet has been dead since the Dark Age of Technology, possibly before. I have never encountered or read about a planet so devoid of life as this, without any unnatural cause to attribute for it.

Log Entry [8115344.M35]:

Concentrated all Indagator assayers around the alien site. There has been a definite energy surge since our arrival, though whether this is linked to the increasingly hazardous surface conditions, or vice versa, it is impossible to ascertain. The energy waveform is of an unknown type, and its increasing magnitude remains a puzzle. Anomalous patterns and distort waves can be fixed to several points below the surface at a depth of 3 to 4 miles.

Contrary to initial estimates, the energy scale appears to be centred on the alien structures but is not wholly originated from them. Secondary sources have been found in 433 other locations, though there is no surface indication of habitation or construction and even deep crust scans have failed to detect anything.

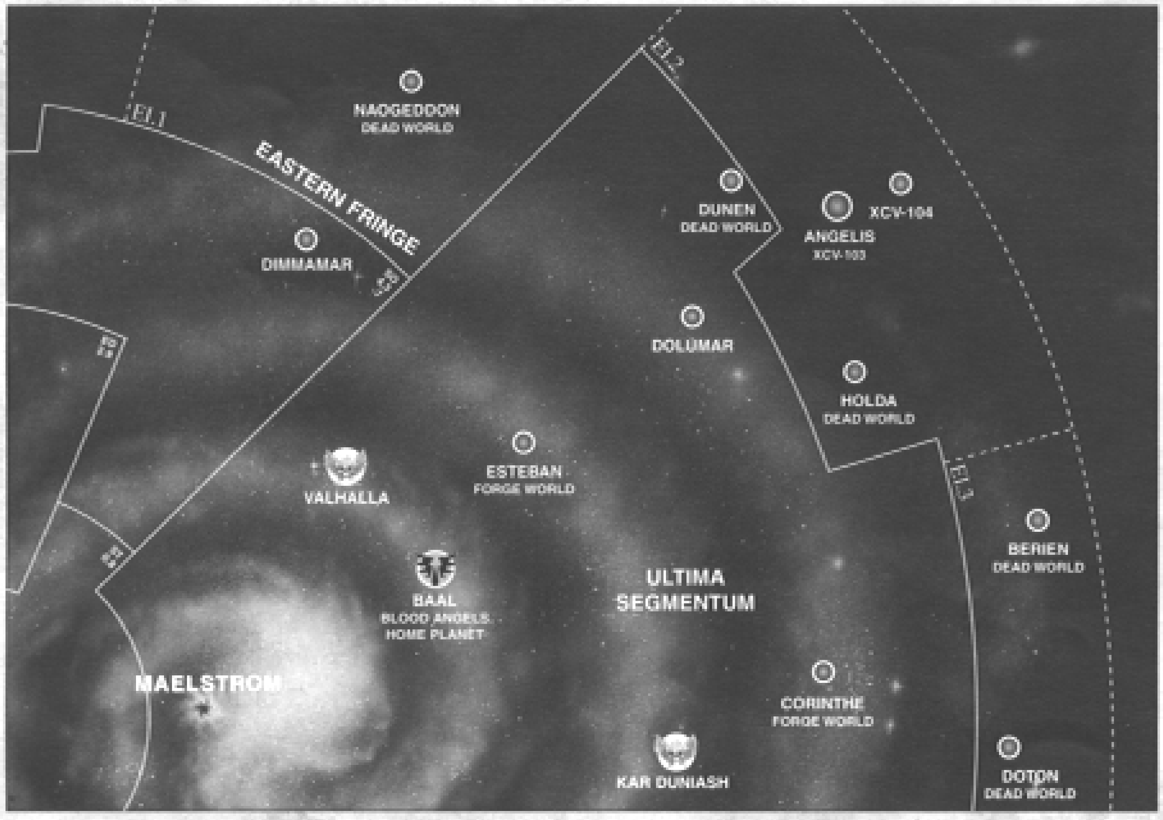
Our scans of the buildings themselves remain very inconclusive. The material is not indigenous in origin, and almost all constituent elements deny strict analysis by the assayers we have available. We will await the expertise of the archeo-team.

Comment: Angelis is a world of contradictions. The energy spike is definitely an artificial device, though we cannot locate its exact source. Only the alien structures show any sign of intelligence ever inhabiting this rock. Without specialist equipment (high-class metallurgical and biochemical assayers, crust-borers, ore surveyors and chrono-assayers in particular), analysis of the ancient structures is impossible. Even psychic scans have failed to pass the shielding of the alien edifices and further information will only become available once we have a team on the ground. It must be noted that due to Angelis' hazardous biosphere, we have logged a material requisition with Dolumar IV for 60 new assayers [38 Venator and 22 Indagator] and we are currently reviewing the suitability of our eco-veils in preparation for a preliminary landing in a few days.

The total eradication of all life on the planet cannot be attributed to any known cause; no atomic residue and the lack of surviving viral strains and other biochemical agents deter any theory regarding internecine genocide. This bears certain similarities to other planets in this region and also in other sectors (scan reports with for data on the following planets: Naogeddon [EI1] Holda [EI2], Dunen II [EI2], Berien VI [EI3], Doton [EI3], and Evangel [EI4]).

Your obd't servant,

Luteus Vox



Alignment of Alien Structures on Angelis

UTILITATUM ADMINISTRATUM SOLUM
INSCRIPTOR: [illegible]
SCHOLA EDIATRIX: [illegible]
EDO PURIFICATUM: [illegible]
EDO DIABOLUS: [illegible]
EXEMPLARIS: [illegible]
TABULA LIBRARIUM: [illegible]

TRANSMITTED: Base Station Angelis **RECEIVED:** Dolumar IV
DESTINATION: Mars

`>>OVERRIDE ORDER 6789/OXI<<`

INTERCEPT/REDIRECT: Terra **DATE:** 8431345.M35
TELEPATHIC DUCT: Astropath-terminus Kabel
REF: AdMech/019123298/IP
AUTHOR: Adeptus Prefectus Primus Saul Magellan (Site Director)

Further to a report made by Chief Orbologist Luteus Vox, initial study of orbital scans revealed several unexplained anomalies with the planet of Angelis. These have been summed up as follows.

1. The planet's eco-sphere appears to be deteriorating for no apparent reason. Despite having a favourable oxygen/nitrogen rich atmosphere, and low levels of background radiation there are no signs of life, not even on a micro-organic scale.

2. A group of formations of apparently unnatural origin.

3. An energy source issuing some sort of beacon from the area around the unnatural formations which remains indecipherable.

We have now established a ground base and have begun investigating these problems. We can indeed confirm that the formations are most definitely not natural and are structures of alien origin. The material of which these structures are built has proved impervious to all scans, phase field generators and even psychic probing. Excavation teams have begun digs around these structures in the hope that we may discover some further clue as to their origin.

Surveys teams have completed mapping out the area and have reported some quite startling relationships between the structures.

There are three notable features in total and these are detailed as follows:

The first is a group of three pyramid structures arranged in a loose line. All three pyramids are four sided but of differing dimensions. It was at first thought that all three pyramids were in the same plane, with the four sides facing due north, south, west and east. However, accurate surveying has revealed small shifts of around 0.0056°. This places each of the three pyramids with one of their corners facing the third of three features.

Further work by Adeptus Astrologicus Herveus claims that this pattern conforms to the proof:

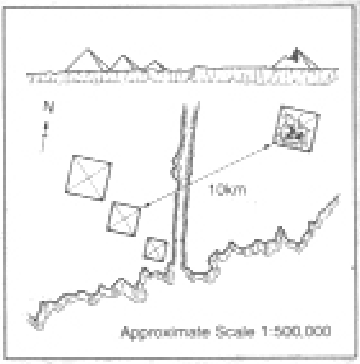
x =[i (n/m)- u (n/m)] + o (n/m) where x=1.

This, he states, places the pattern in direct warp conjunction with a star constellation visible during the summer solstice from the location of the pyramids.

I am unsure of the significance of this upon our investigation, I am inclined to think it is mere coincidence.

The second of the features is a long trench, running alongside the pyramids. The trench is some 800m in width and, owing to filling by drift sands, of as yet undetermined depth. The existing trench runs directly north for some 60km, before increasing damage from sand storms and shifting continental plates has eroded the trench completely, making estimation of its original length impossible. It could stretch right to the planet's pole or even further.

Once again, Adeptus Astrologicus Herveus is keen to point out that the positioning of the trench in relation to the pyramids matches the visible correlation between his constellation mentioned earlier and the eastern galactic spiral arm. I once again must emphasise my scepticism of these theories.



The third and final feature lies some ten kilometres from the group of pyramids and offers the most in terms of investigating possibilities. It looks to be a pyramid of similar design to the others. However it appears to have been damaged, or has in some way been dismantled, or was simply never completed. We are about to begin an expedition into this pyramid, which I myself will lead. I hope to include more details about the interior of these structures in my next report.

Your Obd't Servant,

Saul Magellan

Classified

Thought for the Day

"A fine mind is a blessing of the Emperor – It should not be cluttered with trivialities."

Prologue: Symbiosis of Anarchic Evolutionary Processes - Thoughts on Ork Exobiological Formatting and Development and Contemporary Theories thereof.

UTILITATUM ADMINISTRATUM SOLUM

INSCRIPTOR: [illegible]

ILLUMINATOR: [illegible]

SCHOLA EDIATRIX: [illegible]

EDO PURIFICATUM: [illegible]

EDO DIABOLUS: [illegible]

EXEMPLARIS: [illegible]

TABULA LIBRARIUM: [illegible]

++TRANSMITTED: Appelor VII

+++++RECEIVED: Genneman Prime

++DESTINATION: Mars

++++++++DATE: 5156997.M41

TELEPATHIC DUCT: Astropath-terminus Joshua

++++++++REF: AdMech/0115242000/GW

++++++AUTHOR: Genetor-Major Lukas Anzion

Thought for the Day

"Opinions always pass; Facts remain eternal."

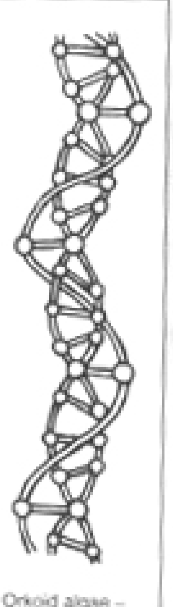
With the aid of my colleagues, I have been studying the Orkoid inhabitants of Appelor VII's third moon. Using hi-powered orbital auguries, we have made many observations concerning the breeding processes of the Orkoid species. Extensive samples have also been claimed from the surface and exotopsies and live study have given us a startling insight into these creatures. What I could say about the behaviour of these beasts would make fabulous reading, but for the while I will concern myself only with the observations we have made detailing the procreative processes and subsequent physical development of the Orkoid anatomy.

Before I begin, my highest thanks must go to Lexmechanic Vortix for helping compile our findings, and Biologis Zentar for his inexhaustible supply of samples and data with which Vortix has dealt with so admirably. Ultimus Laudare.

Bearing in mind the data contained within the report, I believe a serious re-analysis of the Orkoid threat must be undertaken. Although these alien creatures have always presented a recognisable threat, the degree of that threat is incalculably more vast than we expected. When this study was begun by Genetor-Major Xabriol [Ref: AdMech 8986252/CM, 5647376.M39] little did we suspect the import of its findings. I believe our resources must be significantly increased in this field if we are to take these studies to a satisfactory ending.

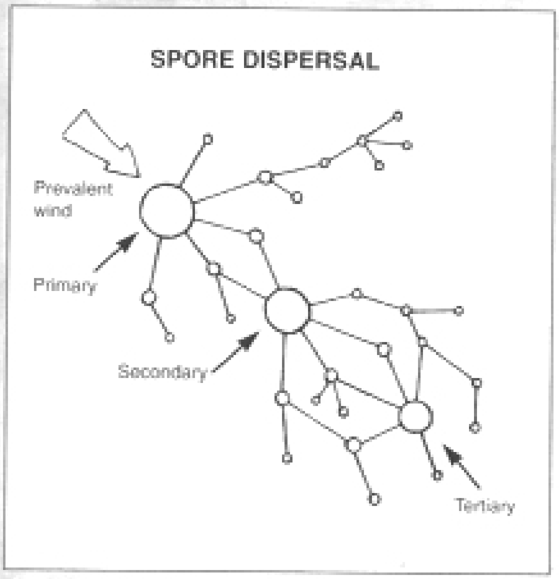
To understand the Orkoid species, one must first be aware of their, so far, unique bio-structure and xenological genetics. When I refer to Orkoid species, I refer to all aspects of the green-skinned society, from the dominant "Orks", through the smaller "Gretchin", "Snotlings" and the sub-animal "squigs". Although physically and anatomically diverse, these different species all share a common genetic base.

Every Orkoid is, in a sense, a symbiosis of two biologies within a single structure. As well as a standard gene spiral every Orkoid also possesses a secondary make-up of an algal/fungal base. The standard genetic structure of an Orkoid remains essentially the same as that of Man, in that it dictates the majority of the creature's form (though see later comments about growth patterns) and biological processes. However, this process occurs in combination with the plant-like secondary structure, which gives Orks their resilience to damage and is the key to understanding their procreative cycle (and many of their social doctrines as well).



Orkoid algae – DNA strand

The algal cellular sub-system is comparable in many ways to the bloodstream of a human. It is bound within their anatomical structure at a molecular level and works alongside the standard genetic and biological processes. In combination with standard cell repair (blood clotting and so forth), the Orkoid algal structure responds to damage. This means that even large wounds will be covered with a hard, skin-like



layer within a few hours of the injury occurring, as the algal cells rapidly replicate to repair the damage.

We found that however serious the injury, if the Orkoid did not die immediately from system shock and trauma it was unlikely to die from loss of blood or organ trauma. This regenerative process is aided by the Orks' crude medical knowledge – whole limbs can be grafted on, organs freely swapped, wounds stapled or nailed tight and so forth with only 0.0023% chance of tissue rejection. The Orkoids' ability to withstand such usually mortal wounds makes them such a fearsome prospect.

[Note to Fabricator-General: Please have our Imperial commanders examine the dedication with which we conduct battlefield cleansing techniques. No matter how mortal a wound looks, a live Ork must be swiftly despatched in a conclusively lethal manner such as beheading and disembowelling Ferire Cum Ultio.]

Despite the symbiosis of the two cell structures, each has its own gene-strand. The Orkoids' standard gene-strand defines what type of creature it is (Ork, Gretchin and so forth) while the algal gene-strand remains consistent, whatever sub-species of Orkoid. This common heritage is remarkable and leaves me with no other conclusion than that of genetic manipulation and re-structuring some time in the Orkoids' distant past.

With reference to previous reports on the Principal Founding Ork Myths and Beliefs [particularly with note of the "Brain Boyz"] I offer the following theory. At some time in the prehistory of the Orkoid species [perhaps just previous to the suspected galactic upheaval c.M-6000] the Orkoid pre-species were engineered to incorporate the algal gene-strand into their anatomy.

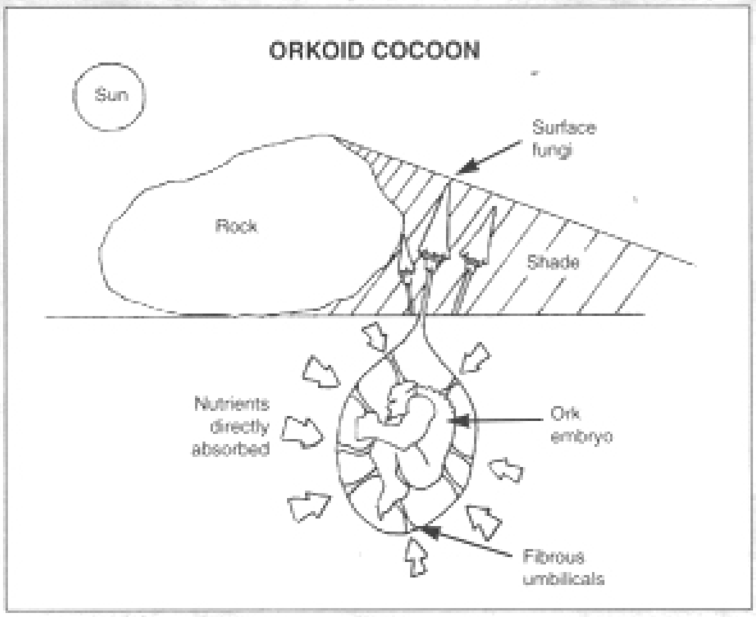
Along with the exceptional procreative system detailed later, the algal sub-strands of the Orkoids is a definite (and remarkably successful) attempt for improved survival. The secondary strand is outstandingly resilient to extremes of temperature, radiation levels, atmosphere consistency and trauma, enabling Orkoids to survive wherever they happen to be. Cannibalism is also a very nutrition-intensive practice though extensive experiments have proved that at no stage in development is the fungal/algal matter edible by humans [cross-reference Magos Biologis Lisat Aylor's report [attached]].

As disturbing as this is, it is by no means the worst news I have to tell. We have long known Orkoids to be tougher than humans, we now have the evidence to explain the nature and source of this increased resilience. However, the algal sub-strand has a much more insidious and dangerous threat, relating to the strange manner in which Orkoids procreate.

The algal matter within an Orkoid contains the genetic make-up of all the Orkoid species, not just the codes of life for the species carrying it. Throughout an Orkoid's life, the creature sheds spore-like cells containing the entire genetic code of one of the Orkoid races. These are shed in an unconscious manner much as a human replicates skin cells and sheds dead tissue without realising it.

These spores are microscopic in nature and fulfil a number of functions. Firstly, they can be detected by the highly sensitive nasal organs of the Orkoids, conveying a variety of information such as status, age and so on. It also enables an Orkoid to locate other Orkoids over quite a wide distance (several miles, given wind strength, direction and so on).

The spores are also the reproductive mechanism of an Orkoid. When they settle in the correct conditions, the spore will evolve into the species whose genetic structure it contains. Orkoid spores require dank, dark locations to activate, much like other algaes and fungi. Caves and forests are the most successful spawning sites for Orkoid spores, but even in the most arid conditions, a proportionate number of spores will still land within a site suitable for development.



The spore grows downward at first, with tiny rootlets that seek out nutrition and moisture just like any other plant. However, once the algal stage is established, the Orkoid cells are generated in tandem development, and the Orkoid literally grows like any vegetative tumour. It is an amazing process to observe! It takes quite a long time for an Ork to grow, while the smaller squigs, Snotlings and so forth take a proportionately shorter length of time to develop.

Orkoids do not emerge singly once they have reached the required degree of maturity. Due to the nature of the spore process, dozens or even hundreds of Orkoids will emerge within a short space of time.

The Orkoid algal cells contain the gene-strands for the diverse Orkoid species, so a single type of Orkoid can still propagate an entire community on its own. Gretchin, Orks, Snotlings and squigs can all be generated from the same source, settle in the same area and grow proportionately. The squigs emerge first and breed faster, creating a substantial food source, followed quickly by Snotlings who can start to prepare the area. Then the Gretchin arrive and pave the way for the emerging Orks to establish a whole thriving community. Perhaps within a year of the spores landing the Orkoids will be thriving quite easily. Unus Creare Omnis.

Laboratory tests show that lone spores, even if they land within an agreeable environment, generally will only evolve into a simple fungus. Those rare few that evolve into one of the higher Orkoid forms and manage to hatch generally wither and die within a very short period of time (a matter of hours rather than days) and show a regressed development compared with a newly emerging Orkoid surrounded by its own kind. Our studies of Orkoid growth and migration also prove that spores which land close to an existing settlement also suffer from this.

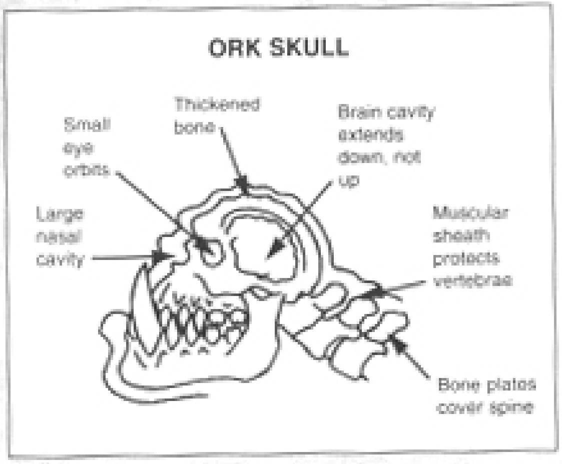
We can find no decisive physical reason for this pattern. Together with some of my colleagues, I have formulated the Anzion Theorem of Psychic-Physical Growth of Orkoids. Although we have no conclusive evidence to support this theorem, much of what we have observed indicates its validity. Along with the tampering of the Orks' genetic construction, it is very likely that some mechanism on a psychic level has been installed into the Orkoid race. By studying the above mentioned growth patterns, it is possible to see that whatever limits the Orkoids growth in certain circumstances strengthens the race rather than weakening it. On the most simple level, this means that spores which land close to a group of Orkoids will evolve into fungus and squigs to provide food for that community. Only some kind of psychic resonance can explain this pattern, as tests have shown that the chemical and genetic processes remain constant, regardless of what creature the spore evolves into and where it is in relation to other Orkoids.

This mechanism also enables the rapid spread of the Orkoids, as spores which land outside the psychic aura of an Orkoid settlement will evolve fully, as long as the spores are closely grouped with each other. It is highly probable that the spores themselves, while no means sentient, also have a psychic trace which will trigger growth in nearby spores.

As the dormant Orkoids and fungi grow, this latent psychic communication intensifies thereby stimulating even higher growth, and evolution into the higher Orkoid species. In this way, no area will become over-populated by the Orkoids and even as their community spreads their food source will be proportionately increased around them. Series im Perpetua.

As an Orkoid grows older, it sheds more spores. When an Orkoid dies, its body becomes a rich source of nutrition for its *own surviving spores, and old Orkoids desert their communities to seek out the dank, shaded spots which favour breeding before they finally succumb to old age. It should be noted that the Orks, the largest and longest-lived species, rarely survive to more than thirty Terran years, although exceptional and powerful individuals live longer than lower ranking ones.*

If you have not already deduced this for yourself, this evidence means that one Orkoid, just a single spore in fact, could theoretically populate a planet given sufficient conditions and time. While we are fully aware of the threat left by Genestealers and Tyranids long after they have been cleansed, little did we suspect the Orkoids posed a similar danger. Spores can quite easily drift onto spaceships and be transported from system to system, and who knows, perhaps somewhere on Mars or Terra itself those spores are replicating as we speak! Funditus Damnator!



[Note to Fabricator General: Please inform our Imperial commanders that Orkoid bodies must be thoroughly burnt, disintegrated or dumped into the ether.]

To make matters worse, the dormant Orkoids are almost undetectable with only a patch of common fungus or algal growth to indicate something is amiss. Emerging Orkoids are almost at their most mature state, nearly fully grown, much like a human adolescent. Within a short period of time, the Orkoid will have all the characteristics of a full adult, including the facility of speech as well as understanding fairly complex mechanics and automotive processes.

Skills seem to be genetically engineered into Orkoids. Their physicians, scientists and other specialists have their knowledge inherent in them. Think of the possibilities for training our own fighting forces if we could alter their genetic make-up so that they instinctively knew how to strip and clean a weapon, fight in close melee and had a rudimentary knowledge of strategy and tactics.

Even with the genetically engineered Adeptus Astartes, it takes almost ten years of intensive therapy and physical alteration to perfect what an Ork knows instinctively! Bellator Natus.

Lastly, by fighting Orks we make them stronger. As insane as it may sound, the Orkoids (Orks more than other sub-species) literally thrive on warfare. Most Orks have similar physical dimensions when they have fully matured. However, the more belligerent and aggressive the Ork is, the larger it grows.

Due to the way the Orks' hierarchy is structured, with fighting to determine ranking, the most high ranking Orks and the largest. This is not because they are better at fighting but due to the fact that a belligerent, aggressive Ork – one who has beaten his opponent – will put on several pounds of additional muscle tissue over the next two to three weeks.

Orks preparing to challenge a superior will also put on weight as their psyche develops the necessary aggression, and so the higher ranking Ork will be able to detect this and fight the usurper before it has reached full development. Over extended fighting, the average size of fighting Orks has been seen to increase by several inches in height and almost a stone in solid muscular tissue.

It is not within my purpose to speculate on ways to combat these beasts, but to provide information to those who must. I myself am most alarmed by these findings, and never again will I mock our green-skinned adversaries no matter how crude and seemingly stupid they are.

Note: there is no evidence to suggest an Ork possesses an intelligence any less than a human – cultural styles merely dictate a more straightforward approach to problem-solving and a lack of theoretical aspect and conceptualising until completion.

Your obd't servant

Genetor-Major Anzion

·Classified·

ORK NAMES

Glyphs are just one part of the complex Ork language. Each glyph has a meaning in its own right and they are often used as warnings or strung together to form crude messages and words. Orks constantly fight to be bigger and 'arder than everyone else so most vehicles and weapons are covered with glyphs which proudly say how powerful and dangerous they are. Favourite messages include Waaa Dakka and Garg Dreg which adequately warn off other Orks without the need of a long, well structured and unOrky sentence.

A list of common Ork names has been included in this section for you to use, but Ork names can also be made by combining glyphs. Nazgit, for example, is a typical name for a Morka Ork and means wealthy trouble maker. A good Gorka name might be Duffdreg which simply means Beat and Destroy!

B

Badshag, Badrot, Badrat, Badbog, Badbok, Badgrot, Badfang, Badglum, Badsnik.

Blag, Blagrat, Blagrot.

Bog, Bograt, Boggrot, Bogskul, Bogsnik.

G

Gaz, Gaza, Gazskul, Gazrat, Gazarat, Gazrot, Gazgrim, Gazfang, Gazglum, Gazsnik,

Gorfang, Gorskul, Gorshag, Gorbad, Gorbog, Gorglum, Gorsnik.

Grimshag, Grimrot, Grimrat, Grimskul, Grimgrot, Grimbog, Grimbok, Grimfang, Grimsnik.

Grog, Grogrot, Groga, Grograt.

K

Krok, Kroka, Krokrot, Krokfang, Kroksnik.

Kruk, Krukrat, Krukrot, Krukskul, Krukfang, Kruksnik.

M

Morfang, Morskul, Morshag, Morbad, Morbog, Morglum, Morsnik, Morgor.

R

Razgob, Razshak, Razsnik, Razsnot, Razskul, Rotfang, Rotglum, Rotskul, Rotsnik, Rukbad, Rukfang, Rukglum, Rukgor, Rukshag.

S

Shag, Shaga, Shagrat, Shagrot, Shagarat, Shagbad, Shagbok.

Skab, Skabrat, Skagrot, Skabskul, Skabsnik.

Skarskul, Skarshag, Skarfang, Skarglum, Skarsnik.

Skrag, Skraga, Skragrat, Skragrot.

Skul, Skulgrim, Skulfang.

Snag, Snaga, Snagrat, Snagrot.

Snarskul, Snarshag, Snarfang, Snarglum, Snarskin.

Snog, Snoga, Snograt, Snogrot.

Sn/Sk names are possibly Gretchin rather than Orks. To which we might add:

Snoti, Groti, Grope, Widget, Wimpa, Skam, Skrap, Skrape, Skrote, Slak, Slaka, Smit, Smudge, Smudga, Smel, Whine, Winge, Skarpa, Scrounge, Nikit, Legit, Bug, Bugrit, Belch, Kadge, Kadga, Krip, Filchit. Pik, Pikit, Puke. Skratch, Skratchit, Itch, Skritch, Itchit, Snitch, Snatch, Soddit, Oi, Oh and Git.

T

Tuffdreg, Tuffbad, Tuffskul, Tuffgit, Thogfang, Thogsnik, Thogskin, Thuggrim, Thugsnik.

ORK GLYPHS

Bad: Evil, bad, wicked, brave, strong, tough

Bark: Voice, command, shout

Bonk: 'Eadbutt, duel

Dakka: Attack, noisy weapon, shoot, fight

Digga: Weedy, underground, weak, false

Dreg: Destroy, rip, cut, break up, take apart

Duff: Vanquish, beat, chastise

Dur: Fortress, stronghold, city, armour

Fing: Mutant

Flash: Banner, badge

Garg: Huge, big, terrifying, noisy, powerful

Git: Enemy, troublemaker, nuisance

Gob: Mouth, eat, drink, speak out of turn

Gof: Warlike, spiky, metal, black, night

Gog: God, power

Gor: Blood, red, slaughter, wound

Grim: Ruthless, prowess, face, dangerous

Grod: Best friend or favourite enemy

Grot: Gretchin, servant, slave

Grub: Cunning, find, dig, hide

Gubbins: Engine, workings

Gul: Death, bones, skull, rocks, white

Gutz: Flesh, workings, stamina

Kannon: Big gun, artillery, cannon

Kart: Vehicle

Kop: Head, helmet, hill, catch, see

Krump: Noise, amplify

Lug: Hear, listen, earring, advisor

Lurk: Danger, beware

Manik: Insane

Mek: Priest, clever, mechanical, chosen, leader, authority

Mob: War party, group, gang, pack, crew, many

Mor: Wild, feral, ancient

Naff: Weedy, useless, inadequate

Nar: Command, crew

Naz: Moon, white, shine, light, wealth

Nob: Boss, top Ork, important, enforcer, imposing, great

Nosh: Feast, pickings, plunder

Nurd: Unlucky

Og: Owned by, property of, belonging to

Ordz: Many, loads

Orky: Ork, Ork civilisation, good, green

Rukk: Attack, charge

Runt: Small, Snotling, Gretchin

Shak: Household, building

Shuv: Build, construct, create

Skab: Traitor, unreliable

Skar: Wound, trench, crater, cutting weapon

Skraga: Skarboy, veteran

Skull: End of battle, dead

Skrap: Fortune, payment, tithe, offering

Slag: Planet, settlement, stronghold

Slug: Ammo, bullet, shell

Snaga: Sting, stab, wild beast, snake

Spikee: Horn

Squig: Squig, food, eat, supplies, useful

Stash: Hide, conceal, secret

Stomp: Boot, drill, march

Stud: Bionik bit, cybernetics

Teef: Wealth, tribute

Thug: Guard, minder, henchman

Tuf: Old, ancient

Ulk: Spaceship

Urd: Swarm, lots of, herd

Urty: Pain, medical attention

Uz: Sun, dry, yellow, hot, thirst, daytime, desert

Villun: Free-booter, outlaw, mercenary

Vrum: Bike

Waaa: Warband, tribe of, watch out!

Warp: Space

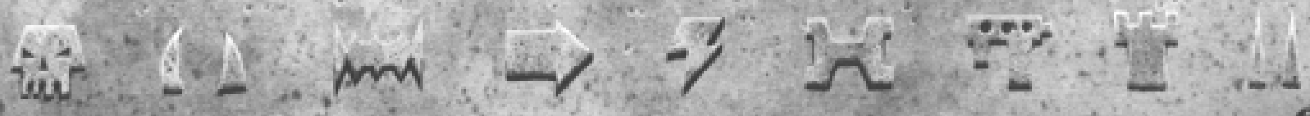
Wizza: Fall, shell, bomb

Wort: Fungus

Wurr: Weird, strange

Zag: Lightning, movement, fast strike

Zog: Go away, get lost, no good



GORKAMORKA DESIGNERS' NOTES

Gorkamorka is the second of what we hope will become a substantial series of games – the Warhammer 40,000 Skirmish Series - the first being the Necromunda game which some of you may have already played. The idea of the series is to explore new aspects of the Warhammer 40,000 universe, taking a planet, craftworld, or some other environment and describing its inhabitants and their savage battles. Each game stands alone – you don't need any other games to play – but all are set in the same detailed and violent future universe which will be familiar to players of the Warhammer 40,000 battle game.

Where the Warhammer 40,000 battle game describes galactic wars between huge armies, the skirmish systems deal with smaller and more personal conflicts. A typical Gorkamorka force is much smaller than a typical Ork army in the Warhammer 40,000 battle game, but the rules are more detailed covering types of wounds, special actions, and other aspects of combat. Most importantly of all, skirmish games are more personal than big battles! You take control of your own 'Mob' and control its destiny from one game to the next, gaining new skills and weapons with every victory, or losing old friends in defeat.

Gorkamorka is a game about Orks. It is a fast and savage game set upon a world of vast deserts, where trukks, buggies, bikes and other vehicles assume a pre-eminent position. With a combination of Ork brutality and fast moving vehicles the stage is set for a game of high-speed combat, with machines skidding, swerving and careering about as their drivers try to tail, board, or ram their opponents. Weapons are crude and ranges relatively short, so dog-fighting is an exciting affair where courage and daring often pays dividends. Rules for kustomisin' vehicles and weapons can give you the edge in combat too, whilst even with the most skilful drivers spectacular crashes are commonplace. Fortunately Orks are tough and even visiting the Doc is an adventure in its own right!

One of the major differences between Gorkamorka and Necromunda, for example, is that shooting is not particularly deadly. Worry not because this is completely deliberate. Why? I hear you cry in frustration as your shootas bounce off the enemy's wartrak for the nth time. Because you're fighting on vehicles in a desert, so they are big targets with little cover to hide behind. If weapons fire were truly deadly both sides would get vapourised as soon as they came over the horizon. Our worst nightmare was two mobs tooled up with 'eavy shootas parked on opposite sides of the table blasting each other – this would make the game a simple exercise in dice rolling with no tactics. Instead, we wanted Gorkamorka to be a game where both sides fought for position and manoeuvred to gain an advantage, so weapons tend to be short ranged and relatively weak but ramming and close combat are quite nasty. It's also why a lot of the scenarios include Scrap counters to pick up – it's another reason to move around the tabletop and fight instead of skulking around at long range.

All the way through this book we've encouraged you to have a go at converting your vehicles by swapping bits over or adding pieces from other kits, some players even like to convert model kits of trucks, dune buggies and the like. Unfortunately you may find big and heavily converted vehicles start to stretch the bounds of credibility, particularly if someone turns up with a fort on tracks or something similar. Quite a few people have asked us how to go about categorising all the weird things driving about but we've found it's simplest to count them as either trukks/buggies or traks depending on whether they have wheels or tracks. The advantages of being able to carry loads of Boyz on big vehicles tend to be outweighed by the fact that they are just as prone to fail Thrust tests or get rammed and that they can suffer horrendous damage from stikkbombz and scorchas. If you do find it a problem then feel free to impose limits on the number of crew you can carry on a vehicle.

A final piece of advice I would give you is not to be too upset if bad things happen to your mob. It can be extremely upsetting for your favourite mobster to get his good leg sawn off by an over-enthusiastic Doc, or to have one of da Boyz kill another of da Boyz in a fight over who gets to drive the trak. But that's Gorkamorka for you, like da Orks you have take the rough with the smooth – you wouldn't grumble about being charged one toof for some successful kustomisin', or getting a good result at the Docs. Stick with your mob through thick and thin and you'll have a far more exciting and challenging time of it than you would if you simply retired them at the first sign of trouble. Anyway, good luck and may Gorkamorka be with you!

Rick Priestley & Andy Chambers 1997

Laden with valuable scrap, Krukskul's Krims (centre) speed away from rival Mobs eager to get their 'ands on the loot.

ENGLISH GORKAMORKA 60 31 04 99 003

As their trukk smashes open the gate, the rest of the mob close in for the kill.